

STAR WARS[®]

R O L E P L A Y I N G G A M E

THE DARK SIDE

CLONE WARS FAN SOURCEBOOK

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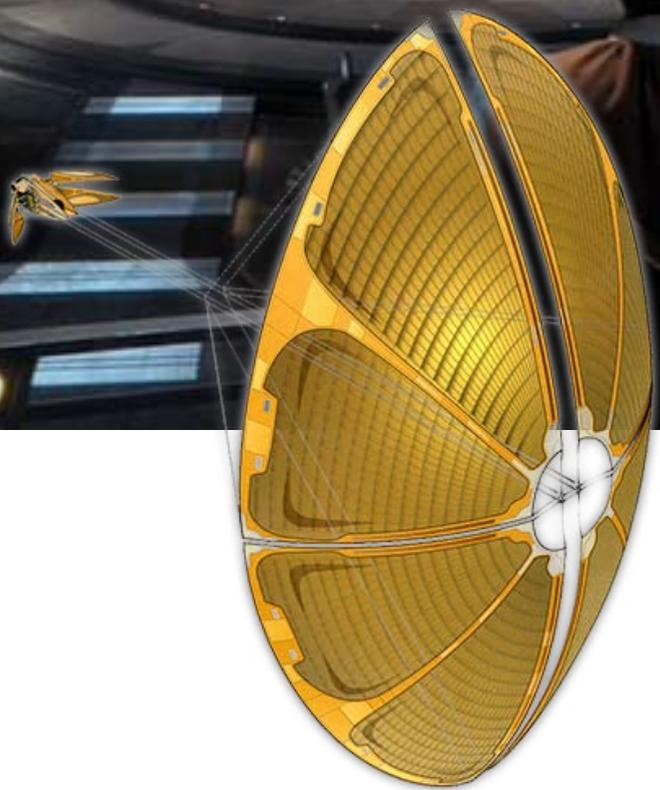


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CHAPTER 2 THE DARK SIDE





Before the Battle of Naboo, the Sith were thought to have been extinct for nearly a millennia, when in reality they had been living in shadows, plotting their revenge against the Jedi and the Republic that had nearly destroyed their order so long ago. A thousand years earlier, forces of light were pitted against the forces of darkness in the New Sith War that culminated on the planet of Ruusan. Rather than admit defeat, the vengeful Sith used their dark arts to destroy themselves and take many of the Jedi with them. There was one survivor from the conflict; a Sith Lord by the name of Darth Bane. It was he who realized that the Sith would never succeed, let alone survive, if they were constantly squabbling amongst themselves for power. Armed with this insight, he created the Rule of Two, which stated that at any given time there could only be two Sith - a master and an apprentice.

The Sith grew in power in this manner for nearly a thousand years. Through cold manipulation the latest master of the Sith tradition, Darth Sidious, orchestrated a scheme of galactic proportions to exact his vengeance on the Jedi on behalf of the Sith. When his plan was set in motion, it brought about the creation of a Separatist movement that later evolved into the Confederacy of Independent Systems and subsequently sparked the conflict that was the Clone Wars. Over the course of these events, the Sith had managed to sway a great many followers to their cause, including several Jedi to serve as assassins, commanders and spies for the Separatist forces. The following is a chronicling of the Sith and those who would do their bidding.

DARTH SIDIOUS

Darth Sidious was the custodian of the Sith legacy during the Clone Wars and was directly responsible for the fall of the Jedi Order and the Republic. Trained by Darth Plagueis, Sidious decided that the time was right to exact the vengeance of the long-time enemies of the Sith. He used guile and manipulation with surgical precision, easily attaining his seat within the Galactic Senate. Assuming the persona of Palpatine, an aspiring young diplomat vying for a position as the elected representative of the Chommell sector, he assured a victory for himself by orchestrating an



assassination of his competition, former Senator Vidar Kim. Since Palpatine ran unopposed, he won by default and became Senator of Naboo and the surrounding territories.

After several years of seemingly unblemished service; dealings with other senators, and the greasing of the proper hands, Palpatine was in position to make his next move. He employed the greedy and predictable Trade Federation, sending them into frenzy over the taxation of their trade routes. He provoked them into establishing a blockade over his governing planet of Naboo, knowing full-well that the Senate – corrupt and complacent – would do little more than deliberate the matter. This would present him the opportunity to goad parties unhappy with Supreme Chancellor Valorum's leadership into calling for a Vote of No Confidence, which would incite an impeachment and re-election process. Palpatine had already consolidated his power in preparation for such an event and took full advantage of the sympathy afforded him by the current crisis. The Sith Lord was able to win the election over opponents, Bail Antilles of Alderaan

and Ainlee Teem of Malastare, making Palpatine the Supreme Chancellor of the Republic.

Sidious found an opportunity to further his plans for galactic domination in Count Dooku. The charismatic former Jedi had renounced his commission after growing bitter over the corruption and weakness that spread throughout the Republic and the Jedi Order. Sidious convinced Dooku to seed a separatist movement against the Republic in an effort to covertly advance his efforts leading to war in any way possible. At the same time, he commissioned Dooku to procure him an army from the cloners of Kamino to use for his own purposes. Battle lines had been drawn, and armies had been formed, at the hands of one man bending the galaxy to his whim.

With the Separatist threat growing ever more urgent, an increasing number of senators under the thumb of Palpatine began calling for the Republic to assemble a standing army, if for no other reason than as a precautionary measure. Knowing that no amount of manipulation would persuade the entire galaxy to make ready for war until the first shot was fired, Palpatine convinced Naboo Representative Jar Jar Binks, acting in Senator Amidala's absence, to bring forth a motion to the Senate in order to award the Chancellor with emergency powers in the time of great turmoil. These powers gave him the ability to perform some duties without the approval of the Senate until the crisis was over. Armed with this new authority, the Chancellor ordered the creation of a Grand Army of the Republic unhindered. This, combined with the help of his apprentice Count Dooku, enabled Sidious to stage a war on a galactic scale that would come to be known as the Clone Wars.

Through the course of a three-year long war, Palpatine slowly managed to accumulate additional emergency powers under the pretense that he could bring the war to a swifter conclusion, as well as provide better security to citizens and servants of the Republic. Sidious bided his time, waiting for the proper moment to exact his revenge on the Jedi and the Republic. When the Separatist leaders Count Dooku and General Grievous were defeated, Palpatine strategically revealed to Jedi Knight Anakin Skywalker that he was in fact the Dark Lord of the Sith, Darth Sidious, knowing Skywalker would attempt to do the right thing by informing his Jedi brethren.

Goaded into action, the Jedi attempted to arrest the Chancellor, which gave the appearance they had betrayed the Republic by staging a coup. After the failed attempt to place the Chancellor into custody, Sidious addressed the Senate to declare the Jedi enemies of the state. The Dark Lord then used his vast military powers and the unwavering loyalty of his clone army to all but obliterate the Jedi. Then, under the guise of security and peace, he declared that he would restructure the Republic into the first Galactic Empire. With his authority unquestioned, Palpatine enjoyed vengeance on behalf of his millennia-old Sith Order by destroying the Jedi Order while taking control of the galaxy in the process.

Palpatine ruled the galaxy through fear for almost two decades. When the son of Anakin Skywalker was brought before him onboard the second *Death Star*, Palpatine thought that he could turn young Luke to the Dark Side. Instead, Luke succeeded in redeeming his father, and Darth Vader hurled Emperor Palpatine into the reactor core of the massive battle station, destroying the Sith Lord. Six years after his apparent demise, Sidious reappeared in a possessed clone body on Byss. Though Palpatine tried to regain his iron grip on the galaxy, the Skywalker and Solo families managed to thwart his plans – uniting him with the Force permanently.

Darth Sidious (Order 66) CL 20

Medium Human Noble 2/Jedi 7/Sith Apprentice 6/Sith Lord 5

Destiny 8; Force 17; Dark Side 20

Init +17; Senses Use the Force +26

Languages Basic, Bothese, Gran, Mon Calamari, Rodese, Ryl, Sith

Defenses Ref 35 (flat-footed 33), Fort 33, Will 38; Block, Deflect

Hp 180, Threshold 33

Immune fear effects

Speed 6 squares

Melee lightsaber +25* (2d8+15*) or

Melee lightsaber +20/+20 (2d8+15*) with Double Attack or

Melee lightsaber +15/+15/+15 (2d8+15*) with Triple Attack or

Melee unarmed +19 (1d4+10) or

Ranged by weapon +21

Base Atk +19; Grp +21

NEW DARK SIDE TALENT

The following talent is intended for use with the Dark Side talent tree (SE 101).

Dark Side Maelstrom: You create a wound in the Force itself, tearing open space in a vortex of intense Dark Side energy. Use of this power removes the Force storm and hatred powers from your Force suite. As a full-round action, you may make a DC 25 Use the Force check. If the check succeeds, you create a Dark Side maelstrom within your line of sight one square in size that deals 2d8 Force damage to all targets within its affected area. The maelstrom can only be controlled by the creator and is capable of movement up to 6 squares per round. The maelstrom requires a Use the Force check with a standard action to maintain from round to round. The DC to maintain the maelstrom increases by one, the damage increases by +1d8 and it expands in size by one square area each round (1-square becomes 2x2 squares, etc.). If at any time a Use the Force check fails, the maelstrom disperses immediately. If the check fails by 10 or more, the maelstrom turns on its creator, dealing damage equal to its current damage die that round. If you take damage while maintaining Dark Side Maelstrom, you must succeed on a Use the Force check (DC = current round DC + damage taken) to continue maintaining the power and prevent it from turning on its creator.

Prerequisites: At least one talent from the Dark Side talent tree (SE 101), *Force storm*, *hatred*, Dark Side score equal to Wisdom score.

Atk Options Dark Scourge, Double Attack, Triple Attack, Whirlwind Attack

Special Actions Adept Negotiator, Melee Defense, Redirect Shot, temptation

Force Powers Known (Use the Force +25): dark rage, farseeing, fear, Force disarm, Force grip, Force lightning (3), Force slam, Force storm, hatred, lightning burst, move object (2), repulse, rebuke (2), surge (2), tempered aggression, Vornskyr's ferocity

Force Regimens awaken Force sensitivity, eyes of the Force, quiet the mind, sparring practice, telekinetic practice, Vo'ren's fourth cadence

Force Secrets Devastating Power, Distant Power, Enlarged Power, Quicken Power

Force Techniques Force Point Recovery, Improved Dark Rage, Improved Force Lightning

Abilities Str 10, Dex 14, Con 11, Int 17, Wis 22, Cha 20

Special Qualities destiny (corruption), destiny fulfilled (destruction), fearless, temptation

Talents Adept Negotiator, Block, Dark Side Adept, Dark Side Maelstrom, Dark Side Master, Deflect, Force Perception, Motion of the Future, Noble Fencing Style, Sith Alchemy, Transfer Essence

Feats Double Attack (lightsabers), Force Regimen Mastery, Force Sensitivity, Force Training (3), Linguist, Melee Defense, Pall of the Dark Side, Skill Focus (Use the Force), Triple Attack (lightsabers), Triple Crit, Weapon Proficiency (lightsabers, pistols, simple weapons), Whirlwind Attack

Skills Acrobatics +17, Deception +21, Gather Information +21, Initiative +17, Knowledge (bureaucracy) +18, Knowledge (galactic lore) +18, Knowledge (social sciences) +18, Knowledge (tactics) +18, Persuasion +21, Use the Force +25

Possessions lightsaber (self-built*, superior damage +5*), Sith amulet, Sith robes

Destiny (corruption) – It is Darth Sidious' destiny to corrupt Jedi Knight Anakin Skywalker to the Dark Side of the Force.

Destiny Fulfilled (destruction) – Darth Sidious has fulfilled his destiny with the destruction of his master, Darth Plagueis, granting him a permanent +2 destiny bonus to his Charisma score.

COUNT DOOKU (DARTH TYRANUS)

The charismatic Count Dooku was once a Jedi Knight in service of the Republic. Born to one of the controlling houses of Serenno and discovered to have a connection with the Force, Dooku was taken to the Jedi Temple to be trained when he was still an infant. Dooku was one of the few Jedi aware of his birth rite, and inheriting his family's sense of noblesse oblige, wished to

COUNT DOOKU OF SERENNO

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meet the expectations of his lineage. In his youth, Dooku showed great promise in his classes at the Jedi Temple and possessed fine political acumen. Shortly before his thirteenth birthday, Dooku was chosen as the Padawan Learner to Jedi Master and famed historian Thame Cerulian. Dooku was considered a model Padawan, though the Jedi were unaware of his dangerous curiosity with Sith holocrons.

Young Dooku went on to become one of the greatest Jedi of his generation, widely known for his commanding presence, fierce independence, refined control over the Living Force, and mastery of the ancient and obscure Jedi lightsaber form of Makashi. Dooku led an impressive career in the Jedi Order, settling many diplomatic disputes such as the Sevarcos delegations. He was also a cunning warrior, as demonstrated by his mission to Galidraan where he and his first Padawan Learner, Komari Vosa, defeated most of the

remaining Mandalorian Super Commandos in combat. He later took Qui-Gon Jinn as his Padawan Learner and shaped him into a great Jedi Knight who inherited Dooku's sense of independence and strength of will. Dooku became an instructor at the Jedi Temple for a time, teaching lightsaber technique and telekinesis, and was even offered a seat on the Jedi Council preceding the crisis on Naboo, but the Jedi Master refused the offer, wishing to retain his independence.

Approximately ten years before the Clone Wars began, Dooku was approached by his friend, the precognitive Jedi Master Sifo-Dyas, with a disturbing vision. Dooku's comrade predicted the onset of a great war, and confided in Dooku that he had secretly contacted the cloners of Kamino to discuss the creation of an army for the Republic in their time of need. The news disheartened Dooku, but his disdain for the inner workings of the Jedi Order and the Republic had been mounting since the botched settlement on Baltizaar. It came to a head following the death of his former apprentice, Qui-Gon Jinn, prompting Dooku to abandon his commission. The Jedi counted him among the Lost Twenty, a group of Jedi Masters who honorably and willingly renounced their position in the Jedi Order.

The Jedi were totally unaware, however, that more led to Dooku's relinquishment of his post than what appeared. Whispers of Dooku's discontent reached the ears of the Dark Lord of the Sith, Darth Sidious, and the former Jedi was enticed into an allegiance with the Sith Lord. Dooku divulged to Darth Sidious the information given to him by Sifo-Dyas. Sidious challenged Dooku to prove his devotion by murdering Sifo-Dyas. Dooku obeyed his new master, and struck down his old friend and assumed his identity for the contract with the Kaminoans. Dooku procured funds to purchase the contract with the Kaminoans by reclaiming his birth rite and became the heir to the wealthy House of Dooku on Seranno. The Count then contracted the bounty hunter Jango Fett to serve as the template for the clones and to act as one of their trainers.

Eight years passed before Dooku reappeared to the public eye on Raxus Prime, where he began sowing the seeds for a secessionist movement away from the Galactic Republic. In a remarkably short span of time, he had persuaded thousands of star systems to rally to his cause and, for the first time in a millennium,

threatened to fracture the Republic. Riots began springing up all over peaceful Republic worlds as a result of Dooku's dissent and the Jedi did their best to maintain order within the Republic, but were soon spread too thin trying to control the damage. One year before the Clone Wars began, Dooku and his Separatists officially declared themselves as the Confederacy of Independent Systems, making known their intention to completely break away from the Republic.

A year later, Dooku moderated a meeting designed to convince the Commerce Guild, Corporate Alliance, InterGalactic Banking Clan, Techno Union and Trade Federation to enter a partnership and formalize a military structure for the Confederacy. Dooku's meeting was interrupted when he caught Jedi Knight Obi-Wan Kenobi eavesdropping on his dealings. When Dooku captured Kenobi, and subsequently Anakin Skywalker and Senator Padmé Amidala, he sentenced the intruders to death. While the public executions were being carried out, two-hundred and twelve Jedi assaulted the Geonosian arena before being reinforced by the clone army. The Separatists were caught off guard and Dooku wouldn't have escaped had it not been for his General Sev'Rance Tann. Before speeding away in his personal starship, Dooku crossed blades with Kenobi, Skywalker, and his former mentor Yoda.

For a time, Dooku held a base of operations on the planet Raxus Prime, scouring Sith tombs for the location of an artifact called the Force Harvester, a component critical to powering the ancient Sith weapon known as the Dark Reaper. When Republic forces invaded Raxus Prime, Dooku escaped with the Force Harvester to one of the moons of Kashyyyk. After testing the Force Harvester on Alaris Prime, Dooku sent the Dark Reaper to the planet of Thule where finishing touches were being placed on the reconstructed Sith artifact, though this super weapon was ultimately destroyed by Anakin Skywalker.

In the second month of the war, Dooku began operating out of command headquarters on Bakura as well as a secret location on Coruscant. With the death of the Confederate General Sev'Rance Tann after only a month of conflict, Dooku continued his search for a replacement commander. He visited the world of Rattatak to attend the gladiatorial matches in hopes of securing a skilled warrior to serve as a commander in the Confederacy. There he met the fallen Jedi Asajj Ventress and spirited her away to Bakura

DARK JEDI MISSIONS

During the Clone Wars; Count Dooku utilized his Dark Jedi to perform a wide variety of tasks that were either too specialized for droids or hired mercenaries, or too important to leave in the hands of normal Confederate Commanders.

Assassination: Dark Jedi were often sent to assassinate high profile or well protected targets. In some cases, these targets were in locations that were nearly impenetrable without the aid of the Dark Side of the Force, or required the death to look like a specific type of accident. In any case, some of the most complicated assassinations were undertaken by Dooku's cadre of Dark Jedi.

Deep Cover: Dark Jedi were often sent deep undercover to spy on the Republic, the Jedi Order, local governments, or even the Confederacy itself. Perhaps the most famous mission was when Quinlan Vos was sent back to the Jedi Order to provide information for the Separatists.

Special Project Advisor/Overseer: Many secretive projects were highly valued by the Separatists, many of which involved the development of new weaponry, such as chemical agents, or new droids or equipment. However, sometimes it was a sensitive covert mission or manipulation. In any case, the most important of Separatist projects were often run by or closely watched by Dark Jedi.

Battle Advisor/Overseer: Obviously many battlefronts were considered more vital than others to the overall war effort. Dark Jedi were often sent to take command of, or advise commanding officers on critical battlefields, sometimes even taking the field of battle alongside Separatist battle droids. Also, Dark Jedi of certain talents were often formed into elite units, such as the trio of Dark Jedi repulsor tank pilots Dooku unleashed on Geonosis.

Aggressive Diplomatic Negotiation: It was common for Dark Jedi to be sent to other planets on the fence about joining the Separatist Movement to provide whatever diplomacy was necessary to sway the planet's resources to being at the disposal of the Confederacy. The persuasive powers, threatening might, and ability to see into the secret desires of sentients made the

Dark Jedi particularly adept negotiators, bringing countless worlds into the Separatist fold.

Force-User Recruitment: As many specialized missions as there were reserved for Dark Jedi, they always sought to increase their number. Tempting Jedi to the Dark Side, or at the very least to leave the Jedi Order was a common goal. The most well-known recruiting mission was early in the war when Dark Jedi Sora Bulq was sent to sway a sizable faction of Jedi to the Separatist banner. While this particular mission ultimately met with failure, a large number of Jedi were turned during the war.

Artifact Acquisition: The Separatist battle plan often called on the reconstruction of ancient Dark Side weaponry from eons past. Dark Jedi were often called upon to locate and extract these artifacts, ranging in size from Darth Andeddu's Holocron to the Force Harvester and Dark Reaper.

Bodyguard: On rare occasion, lesser skilled Dark Jedi were used to guard important military assets, such as the Separatist Council or Count Dooku during hazardous transits. However, lesser soldiers or droids were more often employed for this task.

Courier: Often, Dark Jedi were used to ferry messages of utmost secrecy to commanders. These messages were typically from Count Dooku to underlings, and were accompanied by a package or demonstration of power by the Dark Jedi. While many would think that courier is clearly a mission below a Dark Jedi, they were typically only used when transporting items or information of the direst importance and need for secrecy. Count Dooku often used secret holonet transceivers for normal secret information passing.

Government Building: Often, the Confederacy would decimate a local government and install their own instead. Dark Jedi were frequently used to assemble and install said government. Perhaps the most famous instance of Dark Jedi government building was on Ishi Tib after the execution of Suribrán Tu. Sora Bulq was left behind to establish the new government and facilitate integration into the Separatist war machine.

to test her abilities more thoroughly. Pleased with her prowess, Dooku gifted to her a set of crimson-bladed lightsabers that once belonged to his former apprentice, Komari Vosa. To further bolster the ranks of his dark cabal of Force-users, Dooku secured the loyalty of the Weequay Jedi Master Sora Bulq, whom Separatist forces rescued from the burnt wreckage of a downed Republic gunship in the aftermath of the Battle of Geonosis.

Four months into the Clone Wars, a Techno Union advance in the super battle droid line became an area of concern for Dooku and his master. Battle droids plated with cortosis, an ore resistant to lightsaber strikes, began stepping off the assembly line on Metalorn. The Sith Lords saw the Clone Wars as a war of attrition, hoping to bleed the Jedi Order dry, and Tyranus felt the clear advantage provided by these droids would bring about too swift a conclusion to the war. Utilizing his minions and the services of the bounty hunter Aurra Sing, Dooku drew the attention of the Jedi Order to the project. To further ensure its destruction, Dooku launched a mock assault on the Jedi Temple on Coruscant in an attempt to erase the Jedi Archives. When the Sith Lord retreated from the battle, Anakin Skywalker was hot on his tail and the Count lured the Jedi straight to the manufacturing facility on Metalorn. Tyranus' adversary managed to raze the facility to the ground and bested a clone of Dooku in combat. The death of the Dooku clone managed to deceive the Republic at-large into believing the Separatist leader had been slain.

Later that month, Dooku pitted his minions against each other to determine who was best suited to take Sev'Rance Taan's place as supreme commander of the droid army. Dooku continued to recruit commanders to his cause, winning over the likes of Shogar Tok of Brentaal IV in the fifth month of the war. However, Dooku focused much of his attention luring Jedi Knight Quinlan Vos to the Dark Side of the Force, dragging the conflicted Republic spy along with him on missions to Tibrin and Kiffu.

Dooku and Sora Bulq next led a boarding assault on a Republic *Acclamator*-class cruiser where Jedi Sian Jeisel, Kai Justiss, and Tsui Choi were stationed. After an intense skirmish, Dooku's forces succeeded in overcoming the vessel and capturing the Jedi. In hopes of spreading rumors of his merciful hand throughout the Jedi ranks, Dooku let the Jedi go free, hoping it would bring him

more Dark Side lackeys in the future. Not all of Dooku's dealings and manipulations went according to plan, however, as talks with former Jedi apprentice Lorian Nod turned out to be a Republic trap, and Dooku was forced to slay his old friend for his betrayal.

Dooku continued his seduction of Quinlan Vos into the sixth month of the Clone Wars. The Serenno Count pitted Vos against other members of his cabal of Dark Side agents in order to groom the Kiffar Jedi Master to one day serve as his own apprentice to usurp Darth Sidious. Dooku furthered his transformation by duping Vos into assassinating Republic Senator Viento under the pretense that he was the second Sith Lord. Tyranus awarded Vos with the lightsaber crystal of Darth Andeddu on Korriban, and all-but secured Quinlan's fall by convincing him to murder Kh'aris Fenn on Ryloth.

After a public appearance reassuring loyal Separatists of victory, Dooku tasted defeat at Praesitlyn and Christophsis at one of their lowest points during the Clone Wars' seventh month. Dooku devised a plan to sway Jabba the Hutt to the Separatist cause. In hopes of securing supplies and safe passage through the Hutt's private trade routes, Dooku conspired with Jabba's uncle Ziro to kidnap Jabba's son, Rotta. With no one claiming responsibility and with no ransom, Dooku offered to retrieve Jabba's son in exchange for his support to the Confederacy. Jabba extended the same offer to the Republic. It wasn't long before Republic scouts managed to track down Jabba's son on Teth, where Dooku's sinister agent, Asajj Ventress, held the Huttling captive. Playing right into Dooku's hands, Skywalker rescued the huttling, but not before the Count was able to provide falsified evidence to Jabba that the Jedi had been behind the kidnapping in the first place. Unfortunately for Dooku and the Separatists, Skywalker and his apprentice, Ahsoka Tano, were able to escort Rotta back to Jabba's palace on Tatooine unscathed and clear their name. Dooku lost favor with the Hutt gangster and Jabba's support was awarded to the Republic.

Since the Confederacy had failed to secure passage through Hutt Space and was unable to sway Toydaria to the Separatist banner, Dooku desperately needed a foothold into the Mid Rim. In an attempt to spread Confederate influence coreward along the Corellian Run and isolate Kamino from the Republic, Dooku

ordered General Grievous and Commander Ventress to launch a full-scale assault on the planet Falleen. The battle was swift, but Falleen's royal citadel was heavily shielded and proved difficult to breach. The Count used Ventress as a distraction while he slipped in unnoticed. When the Falleen King revealed himself to confront Asajj Ventress, Dooku sprung his trap, quickly taking the ruler into custody and forcing him to secede to the Confederacy under coercion.

After witnessing Overlord Juhm's failed execution attempt of Skywalker and his friends, Dooku headed to the Abregado system to meet with General Grievous and witness the trial run of the Confederacy's new warship – the *Malevolence*. Dooku and the general were extremely pleased with the results, as the massive destroyer's new form of ion cannon successfully disabled every Republic craft to which it came into contact. Content with the results of the testing, Dooku left the new Confederate flagship in Grievous' capable hands while he moved ahead to tend to affairs in the Kiros system, where he secretly sold the colonists of Kiros m into bondage to the slavers of Zygerria. Dooku appointed the Queen of Zygerria as a member of the Separatist Council, but quickly learned the Queen had gone outside her bounds by offering the Kiros colonists in a public auction. Dooku returned to Zygerria to put the Queen in her place and was forced to kill her for her disobedience.

Dooku was not without his own share of misfortune. After taking Anakin Skywalker into custody in the eighth month of the Clone Wars, Dooku was forced to flee when the Jedi's capture turned out to be a ruse aimed at locating Dooku to take him prisoner. To escape, Dooku was forced to crash land on Vanqor, where he was captured by Hondo Ohnaka and his ruthless band of pirates, who hoped to collect a fortune from the Republic in exchange for him. During his imprisonment, Count Dooku was forced to share a holding cell with Anakin Skywalker and Obi-Wan Kenobi, forcing the three to work together while making several escape attempts. Dooku was finally able to separate from the Jedi and escape by killing two of Hondo's men before stealing a transport.

Late in the eighth month of the Clone Wars, Dooku won the support of a splinter group of the Nightsisters of Dathomir led by Sai Sircu. The Sith Lord agreed to help secure the witch's authority

over the Nightsister clan by devoting battle droid armies to her cause in exchange for Sircu's assistance in the construction a Force-powered super weapon capable of destroying an entire planet. Using lightsaber crystals provided by Sircu, crystals mined from a secret facility on Christophsis, and Sith alchemical knowledge gained from the Dark Reaper project months earlier, Dooku completed the assembly of a cannon. The Separatists had the completed super weapon mounted on the *Devastation*, a sister ship to the *Malevolence* orbiting Dathomir.

With the *Devastation* complete, Dooku and his master determined that a prime target to test fire the ship's super weapon would be Dathomir, as the Force-welding witch natives could pose a threat after the Jedi were exterminated. Sai Sircu lashed out in defense of her home world, forcing Dooku and Ventress from the bridge, and then set a course for Coruscant to annihilate the Republic capital instead. When Obi-Wan Kenobi and Kit Fisto arrived to engage the Serenno nobleman and began destroying the *Devastation's* targeting systems, Dooku eased back, letting them succeed in their objective. When Sircu entered the fray and tried to prevent the Jedi from foiling her plan, Dooku saw the opportunity to take his leave. Defeated, Sircu triggered a Force-induced explosion in the weapon's crystal room, causing a cascading inferno throughout the vessel. Dooku barely managed to escape before the *Devastation* was destroyed.

Dooku and his Confederacy suffered a string of losses in the ninth month of the war. The Count was unable to secure exclusive access to Tibanna gas harvesting on Taloraan through either diplomacy or force. Dooku and his armies lost the planet Khorm to Republic forces, though research conducted on agrocite ore mined from the ice planet was used to develop powerful beam technology. Unfortunately, the Count's plan to destroy the Naboo system using a gravitic polarity beam created by Skakoan scientist Kul Teska was thwarted by Kenobi and his companions at Behpour. During the battle, Dooku was bested by Mace Windu and Obi-Wan Kenobi and was nearly captured. Fortunately, the Separatist leader was spirited to safety by Asajj Ventress before Republic forces could secure the Serenno statesman.

After recovering from his injuries sustained at Behpour, Dooku tapped a long-held friendship and struck an agreement with the patriarch to the Noble House of Vane in the Valahari sector to

DOOKU UNLEASHES FORCE LIGHTNING ON ANAKIN SKYWALKER



supply superior starfighter technology to the Confederacy. When Republic diplomacy failed to regain their support, Valahari was blockaded. To sway the sector's allegiance to the Confederacy, Dooku ordered Asajj Ventress to assassinate Viscount Harko Vane and frame Anakin Skywalker for the murder. Lord Tyranus' plan succeeded, and the whole of the Valahari sector rallied under the Confederate banner, including Harko's son Tofen – arguably one of the greatest starfighter pilots in the galaxy. Dooku harbored deep feelings for the Viscountess for years, and with the husband dead and the son on the front lines, the Count seized the opportunity and began to court Eladore Vane. However, when Lady Vane learned of Dooku's part in her husband's murder shortly after her son was killed in battle, she renewed Valahari's neutrality in the conflict, withdrawing her support from the Confederacy and banishing Dooku from the sector. The master shipwrights withdrew from the Clone Wars, which had been Lord Sidious goal all along, but Dooku was deeply saddened by the loss of his true love.

Six months later, in the fifteenth month of the war, Dooku entered into a negotiated contract with the miners of Katanos

VII. The miners were desperate for financial assistance that the Republic refused to provide, and Dooku offered them a substantial sum of credits for the fulfillment of bounties on members of the Jedi Order. When Jedi Master Lunis and his Padawan Obs Kaj were lured into the trap, Lunis was slain. However, Dooku was forced to personally dispatch the Padawan when Obs Kaj nearly escaped the planet. Since the Katanos miners failed to eliminate both Jedi, Dooku reneged on a sizable portion of the contract amount.

In the thirtieth month of the Clone Wars, Count Dooku set a trap for Jedi Master Yoda at the Chateau Malreaux on Vjun. Inviting Yoda to the chateau, Dooku claimed he had doubts about continuing his course of action with the Separatists and wished to discuss the terms of his own surrender. Although the entire scenario was a plot to break Republic spirit by capturing the great Jedi Master Yoda, Dooku underestimated his former teacher. The elderly Jedi master began to coax Dooku back to the light and before the Count realized what was happening, he began questioning his decision to ally with the Sith and form the Confederacy. Yoda's spell over Dooku was broken, however, as Anakin Skywalker and Obi-Wan Kenobi stormed in and interrupted

NEW LIGHTSABER FORMS TALENT

The following talent is intended for use with the Lightsaber Forms talent tree (SE 218).

Dun Möch: You may make a Deception check as a swift action (instead of a standard action) when attempting to feint in combat.

NEW LIGHTSABER FORM POWERS

The following Force powers are part of the lightsaber form powers group. Each power represents a single technique associated with one of the Jedi lightsaber combat forms.

CONJURE DOUBT [LIGHTSABER FORM]

You fill your opponent's mind with thoughts of doubt on their course of action. **Time:** Standard action. **Target:** One enemy within 6 squares of you.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: Compare the result of your Use the Force check against the Will Defense of the target. If your Use the Force check beats the target's Will Defense, you gain a +1 bonus on your next Deception check made to feint in combat.

DC 25: As DC 20, except the bonus increases to +2.

DC 30: As DC 20, except the bonus increases to +3.

DC 35: As DC 20, except the bonus increases to +4.

Lightsaber Form (Dun Möch): If you have the Dun Möch talent, you can use this power as a swift action.

Special: You can spend a Force Point to have the benefits of a successful feint apply to all of your attacks made on the target in the next round.

INSTILL TURMOIL [LIGHTSABER FORM, MIND-AFFECTING]

You jar your opponent with your words, forcing them to feel conflicted about their beliefs and values. **Time:** Standard action. **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 25: You make a single melee attack with a lightsaber against the target. If your attack deals damage, the target takes a -5 penalty to their Will Defense until after of your next turn.

DC 30: As DC 25, except the penalty lasts one additional rounds.

DC 35: As DC 25, except the penalty lasts two additional rounds.

Lightsaber Form (Dun Möch): If you have the Dun Möch talent, the target also moves -1 step down the condition track.

Special: You can spend a Force Point to increase the Will Defense penalty of the target to -10.

the impromptu intervention. Thinking Yoda wanted nothing more than to lower Dooku's guard making him easier to eliminate, Dooku cursed the Jedi Master and fled.

From a secure location on Boz Pity, Dooku juggled the supervision of Quinlan Vos' triple agent operation back on Coruscant as well as the creation of a Morgukai clone army on Saleucami. At the Battle of Saleucami, both projects clashed, ending them both in an abysmal failure for the Confederacy. Dooku's secret hideout on Boz Pity was discovered by the Jedi five months before the end of the Clone Wars. Jedi Master Obi-Wan Kenobi infiltrated the Confederate facility and found Count

Dooku and an on-the-mend Asajj Ventress. Dooku pitted Ventress against Kenobi while he made his escape. From the safety of his getaway shuttle, Dooku spotted Asajj Ventress attempting to catch up to flee with him. At that point, Dooku decided that the Dark Jedi had outlived her usefulness. With her extensive knowledge of Confederate military information, the Count couldn't allow her to fall into enemy hands, and thus ordered his MagnaGuards to fire on Ventress, gunning her down before she could reach the shuttle.

One month before the end of the Clone Wars, following the first Siege of Cato Neimoidia, Dooku was instructed to block Obi-

Wan Kenobi and Anakin Skywalker in their investigation in the origins of a holo-transceiver used by Nute Gunray to contact Darth Sidious. The Separatist leader laid traps for the Jedi at every step of the way, while Palpatine mantled the pair with several assignments that distracted them from their search, eventually leading them to Tythe. There, Dooku personally attempted to eliminate Kenobi and Skywalker at the LiMerge Power Plasma Facility. When the two Jedi bested over fifty super battle droids, Dooku realized the pair had grown much more powerful than he'd expected and fled. Count Dooku's pilot droid made a hyperspace jump to Nelvaan to throw-off any would-be pursuers, and then headed to his true destination: Coruscant.

Onboard the Confederate flagship the *Invisible Hand* with Chancellor Palpatine, really Darth Sidious, as his prisoner, Dooku was overseeing the battle when Anakin and Obi-Wan successfully boarded the ship. Dooku engaged the pair, managing to separate Skywalker from his former master by incapacitating Kenobi. Tyrannus taunted Skywalker, overconfident that his master would aide him should anything go awry. Far too late Dooku learned that Sidious had other plans in store and Skywalker severed the Count's hands at the wrists. A life fraught with betrayal ended in kind when Dooku's master convinced Skywalker to kill Dooku by separating his head from his body.

Count Dooku (Second Battle of Coruscant) CL 20
 Medium Human Noble 3/Jedi 10/Jedi Knight 4/Jedi Master 1/
 Sith Lord 2
Destiny 2; Force 8; Dark Side 16
Init +17; Senses Perception +18
Languages Basic, Geonosian, Gossam, High Galactic, Neimoidian, Quarrenese, Rodese, Sith

Defenses Ref 35 (flat-footed 33), Fort 34, Will 36; Block, Deflect, Dodge, Lightsaber Defense, Makashi, Mobility
Hp 172, Threshold 34
Immune fear effects

Speed 6 squares; Mobile Combatant
Melee lightsaber +25* (2d8+11) or
Melee lightsaber +23* (3d8+11) with Rapid Strike or
Melee lightsaber +20*/+20* (2d8+11) with Double Attack or
Melee lightsaber +18*/+18* (3d8+11) with Double Attack and

ARMORWEAVE CAPE

This cape is made from a special armored cloth which protects its wearer from damage. The wearer benefits from a Damage Reduction 2 versus damage taken while flat-footed.

Rapid Strike or
Melee lightsaber +15*/+15*/+15* (2d8+11) with Triple Attack or
Melee lightsaber +13*/+13*/+13* (3d8+11) with Triple Attack
 and Rapid Strike or
Melee unarmed +20 (1d4+11) or
Ranged by weapon +21
Base Atk +19; Grp +21
Atk Options Double Attack, Rapid Strike, Triple Attack
Special Actions Adept Negotiator, Combat Reflexes, Dun Möch, Melee Defense, Mobile Combatant, Redirect Shot, serenity, Telekinetic Savant, temptation
Force Powers Known (Use the Force +25): conjure doubt, contentious opportunity, Force lightning (2), Force grip, Force thrust, levitate, instill turmoil, Makashi riposte, move object (3), pushing slash, rebuke, surge
Force Regimens sparring practice, telekinetic practice, Vo'ren's first cadence, Vo'ren's second cadence
Force Secrets Corrupted Power
Force Techniques Force Power Mastery (move object), Improved Force Lightning

Abilities Str 12, Dex 15, Con 13, Int 16, Wis 16, Cha 20
Special Qualities destiny (champion), destiny fulfilled (education), fearless, serenity, temptation
Talents Adept Negotiator, Block, Deflect, Dun Möch, Lightsaber Defense, Makashi, Mobile Combatant, Noble Fencing Style, Redirect Shot, Telekinetic Prodigy, Telekinetic Savant
Feats Combat Reflexes, Dodge, Double Attack (lightsaber), Force Regimen Mastery, Force Sensitivity, Force Training (3), Linguist, Melee Defense, Natural Leader (Confederacy of Independent Systems), Rapid Strike, Skill Focus (Use the Force), Triple Attack (lightsaber), Weapon Focus (lightsaber), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +20, Gather Information +20, Initiative +17, Knowledge (bureaucracy) +18, Knowledge (galactic lore)

+18, Knowledge (social sciences) +18, Knowledge (tactics)
+18, Perception +18, Persuasion +25, Use the Force +25

Possessions Armorweave cape, designer robes, lightsaber (self-built*), modified *Punworcca-116* solar sailer, inherited fortune

Destiny (champion) – It is Count Dooku's destiny to champion the cause of the Confederacy of Independent Systems, leading them to victory over the Galactic Republic.

Destiny Fulfilled (education) – Count Dooku has fulfilled his destiny with the completion of Qui-Gon Jinn's training, granting him a permanent +5 destiny bonus to all Persuasion checks.

DARTH VADER

In the closing days of the Clone Wars, Darth Vader's birth was facilitated by Jedi Knight Anakin Skywalker's fall to the Dark Side. The sun was setting on the three-year long war with the defeat of the charismatic Count Dooku and the sly cyborg General Grievous. The veil of the Dark Side lifted when Supreme Chancellor Palpatine revealed to Anakin that he was the Dark Lord of the Sith, Darth Sidious, and had orchestrated the entire war. Anakin alerted the Jedi of these events and Mace Windu led a doomed strike team of four Jedi Masters to arrest the Dark Lord. Believing Sidious held the knowledge he required to keep his wife safe, Anakin returned to the Chancellor's office to ensure Sidious survived his capture. The Dark Lord took advantage of Windu's utilization of the dangerous art of Vaapad and forced him to make an otherwise irrational decision. Skywalker happened upon the duel at that moment, and realized Mace wanted to kill Sidious. Unwilling to lose the knowledge Sidious possessed, Anakin came to the Sith Lord's aid. With one swipe of his lightsaber, Skywalker reluctantly intervened, choosing his love for Padmé over his loyalty to the Jedi Order, severing Mace Windu's saber-hand to rescue Palpatine and the knowledge to save his wife.

Fueled by the desire to learn the forbidden Sith arts in an effort to save Padmé from the death that he had foreseen through the Force, Anakin Skywalker ceased to exist. He became Darth Vader – apprentice to the Dark Lord Sidious. Before this forbidden knowledge could be attained, however, Sidious convinced Vader



DARTH VADER

that he must solidify his grasp on the Dark Side of the Force by securing the Dark Lord's rule and destroying the Jedi Knights – the only beings left in the galaxy capable of opposing Sidious and his new apprentice. Lord Vader, accompanied by the 501st clone trooper legion, marched on the Jedi temple and slaughtered every last one of the Jedi, master and youngling alike.

The second mission given to Vader by Lord Sidious was to put an end to the Clone Wars once and for all by killing the Separatist Council. Vader traveled to the volcanic world of Mustafar and butchered the Confederate leaders in cold blood. Shortly after completing his task, Darth Vader was dealt his first dose of punishment for his journey down the dark path when he was forced to battle with his former mentor and friend, Jedi Master Obi-Wan Kenobi. The duel was long-lasting and spread all over the Mustafar smelting facility that the Separatists had converted into their hide-out. For all his Dark Side power, Vader was mortally wounded; his limbs severed and his skin smoldering and ashen from molten rock. After declaring his hatred for Kenobi even in the face of certain death, Kenobi walked away and left Vader to die painfully on the rocky shore of Mustafar's magma river. Only

through intervention by Lord Sidious and his clone troopers was Vader able to survive. He was brought back to Coruscant to one of the Sith's secret medical facilities where his transformation to a Dark Lord of the Sith became complete, as he was encased in the dark armor necessary to sustain his life.

Lord Vader took on the role of Jedi Hunter, despite the Emperor's orders. Vader felt that the Jedi posed a threat to the Empire if they were allowed to live. Given command of the second *Imperial*-class Star Destroyer, the *Executor*, Vader began a campaign of hunting down and eliminating the remainders of the Jedi Order. One month after the Clone Wars, Vader followed an anonymous tip concerning the whereabouts of Obi-Wan Kenobi. Vader traveled to Kessel and sprung a trap where he was confronted with over half a dozen Jedi. Despite the odds stacked firmly against him, Darth Vader emerged the only survivor. Jedi Knight Sha Koon fell to Vader's saber in Coruscant's lower levels days later. Further Jedi hunts took him from Murkhana to Jagunda to Kashyyyk as he tracked down Jedi Master Roan Shryne and his band of Jedi fugitives. The battles to which he engaged exposed the severe flaws of his ill-tuned armor and cybernetics. Now fully aware of the limitations of his new body, Vader drew upon his mechanical expertise to experiment and tinker with his implants.

Over the twenty-year period known as the Dark Times, Vader served as the emissary to the Emperor, performing such duties as chaperoning the untrustworthy Grand Moff Tarkin in his construction of the *Death Star*. Vader also dedicated himself to hunting down a Rebel Alliance that he and the Emperor inadvertently created. Through the words of his son, Luke Skywalker, Vader managed to free himself from the grasp of the Dark Side. In a moment of clarity, Vader moved to fulfill his destiny by destroying the Emperor, restoring balance to the Force. Unfortunately, Vader later perished in his son's arms from injuries sustained ridding the galaxy of the Sith menace.

Darth Vader (Mustafar Duel) CL 16
 Medium Human Jedi 7/Scout 3/Soldier 2/Jedi Knight 3/Sith
 Apprentice 1
Destiny 7; **Force** 15, **Strong in the Force**; **Dark Side** 16
Init +16; **Senses Perception** +11
Languages Basic, Binary, Bocce, Huttese

Defenses Ref 31 (flat-footed 28), Fort 29, Will 31; Block, Deflect, Vehicular Combat

Hp 152; **Threshold** 29

Speed 6 squares

Melee lightsaber +19* (2d8+11) or

Melee lightsaber +14/+14* (2d8+11) with Double Attack or

Melee lightsaber +9/+9/+9* (2d8+11) with Triple Attack or

Melee unarmed +18 (1d4+11) or

Ranged by weapon +18

Base Atk +15; **Grp** +18

Atk Options Double Attack, Severing Strike, Triple Attack

Special Actions Djem So, Force Reflexes, Redirect Shot,

Vehicular Combat

Force Powers Known (Use the Force +21): dark rage, deflecting

slash, falling avalanche (2), fluid riposte, Force grip (2),

Force slam, Force thrust, move object (2), rebuke, surge (2),

Vornskr's ferocity

Force Regimens sparring practice, telekinetic practice, training remote

Force Techniques Force Point Recovery

Starship Maneuvers Known (Use the Force +21): evasive action, I have you now, Skywalker loop

Abilities Str 16, Dex 16, Con 13, Int 16, Wis 16, Cha 18

Special Qualities destiny (Chosen One)

Talents Armored Defense, Block, Deflect, Djem So, Force Pilot,

Force Reflexes, Lure of the Dark Side (dark rage, Force

grip, Vornskr's ferocity), Severing Strike, Redirect Shot,

Telekinetic Natural

Feats Armor Proficiency (light), Double Attack (lightsabers),

Force Boon, Force Regimen Mastery, Force Sensitivity,

Force Training (3), Skill Focus (Mechanics, Use the Force),

Strong in the Force, Starship Tactics, Tech Specialist, Triple

Attack (lightsabers), Unleashed, Vehicular Combat, Weapon

Proficiency (lightsabers, pistols, simple weapons)

Skills Acrobatics +16, Initiative +16, Knowledge (tactics) +16,

Knowledge (technology) +16, Mechanics +21, Use the Force

+21 (may substitute for Pilot checks, may reroll Pilot checks,

keeping better result with Force Point)

Possessions Cybernetic prosthesis (1 arm), Jedi robes, lightsaber (self-built*), utility belt

CHOSEN ONE

Prophesized thousands of years before the Clone Wars by the Oracle of Pelegrin, the Chosen One was foretold to bring balance to the Force in a time of great darkness. The scholars of the Jedi Order never fully understood what the prophecy meant, but it was largely believed that the prophecy spoke of eliminating the threat of the Sith or those who seek to create chaos by perverting the natural order and defying the Will of the Force.

This destiny was unique to Anakin Skywalker. By allowing Darth Sidious to rise to power, however, he failed to fulfill his destiny and the galaxy suffered greatly for over a century as a result. By shedding his Darth Vader persona decades after the Clone Wars in an act of dramatic heroism, Anakin managed to place himself back on the path towards fulfilling his destiny. Unfortunately, the act of altruism cost Anakin his life and in the twenty-three years since Anakin turned his back on his destiny, the seeds to continue the Sith tradition for generations had been planted. With the reemergence of Emperor Palpatine inhabiting a clone body six years after his death, and the Sith teachings being passed onto Lumiya and subsequently his own grandson, Jacen Solo, the legacy of the Sith was ensured.

Destiny Bonus: Once per encounter, the Chosen One can recover 1 Destiny Point spent during the encounter.

Destiny Penalty: The Chosen One is unable to utilize Destiny Points for any reason for the remainder of the encounter.

Destiny Fulfilled: All Force-sensitive beings in the galaxy with a Dark Side score of 2 or less receive a +2 destiny bonus to all Use the Force checks until such time that any character achieves their first level in the Sith Lord prestige class.

Special: Any character that possesses the Chosen One destiny is granted the bonus feats Force Boon and Strong in the Force. Only one character may have this destiny at any given time (therefore, it is unavailable for use throughout Anakin Skywalker's lifespan).

Destiny (Chosen One) – It is Anakin Skywalker's destiny to fulfill the Prophecy of the Chosen One by restoring balance to the Force.

Darth Vader (SuRecon Transformation) CL 16

Medium Human Jedi 7/Scout 3/Soldier 2/Jedi Knight 3/Sith Apprentice 1

Destiny 6; **Force** 10, Strong in the Force; **Dark Side** 16

Init +11; **Senses Perception** +11

Languages Basic, Binary, Bocce, Huttese

Defenses Ref 22 (flat-footed 19), Fort 29, Will 31; Block, Deflect, Vehicular Combat

Hp 152; **Threshold** 29

Speed 4 squares

Melee lightsaber +14* (2d8+11) or

Melee lightsaber +9/+9* (2d8+11) with Double Attack or

Melee lightsaber +4/+4/+4* (2d8+11) with Triple Attack or

Melee unarmed +13 (1d4+11) or

Ranged by weapon +13

Base Atk +15; **Grp** +13

Atk Options Double Attack, Severing Strike, Triple Attack

Special Actions Djem So, Force Reflexes, Redirect Shot, Vehicular Combat

Force Powers Known (Use the Force +18): dark rage, deflecting

slash, falling avalanche (2), fluid riposte, Force grip (2),

Force slam, Force thrust, move object (2), rebuke, surge (2),

Vornskr's ferocity

Force Regimens sparring practice, telekinetic practice, training remote

Force Techniques Force Point Recovery

Starship Maneuvers Known (Use the Force +18): evasive action, I have you now, Skywalker loop

Abilities Str 16, Dex 16, Con 13, Int 16, Wis 16, Cha 18

Special Qualities destiny (Chosen One), life support

Talents Armored Defense, Block, Deflect, Djem So, Force Pilot,

Force Reflexes, Lure of the Dark Side (dark rage, Force

grip, Vornskr's ferocity), Severing Strike, Redirect Shot,

Telekinetic Natural

Feats Armor Proficiency (light), Double Attack (lightsabers), Force Boon, Force Regimen Mastery, Force Sensitivity, Force Training (3), Skill Focus (Mechanics, Use the Force), Strong in the Force, Starship Tactics, Tech Specialist, Triple Attack (lightsabers), Unleashed, Vehicular Combat, Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Acrobatics +11, Initiative +11, Knowledge (tactics) +16, Knowledge (technology) +16, Mechanics +21, Use the Force +18 (may substitute for Pilot checks, may reroll Pilot checks, keeping better result with Force Point)

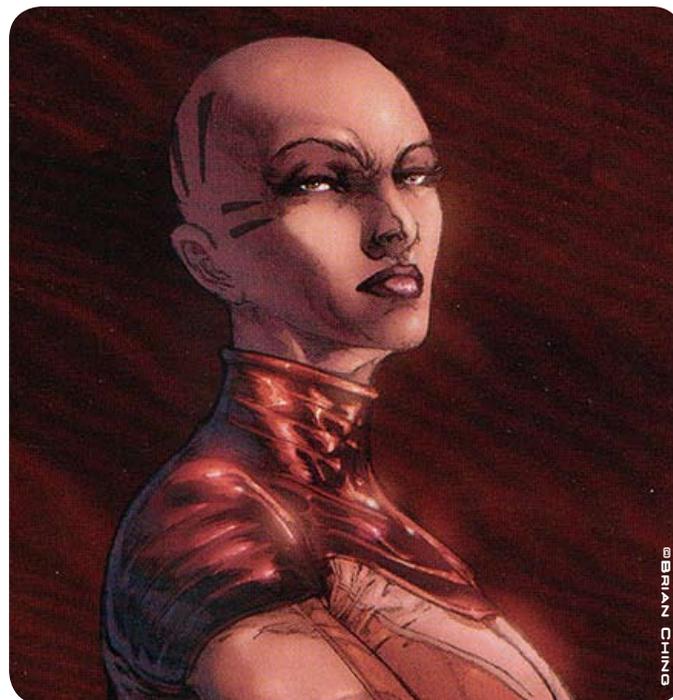
Possessions Cybernetic prosthesis (2 arms, 2 legs), lightsaber (self-built*), medium dark armor (+7 armor, +4 equipment, helmet package, integrated equipment [2, electrobinoculars, flight suit], Imposing Form), Sith robes, utility belt

Destiny (Chosen One) – It is Anakin Skywalker's destiny to fulfill the Prophecy of the Chosen One by restoring balance to the Force.

ASAJJ VENTRESS

Born into a royal family on the feudal planet of Rattatak, Ventress was just old enough to remember the murder of her parents when the leader of a rival clan, Osika Kirske, invaded her lands and conquered over half the planet. She would have likely perished on her own, but the Force had other plans for the lithe Rattataki. Asajj was soon discovered by Jedi Watchman Ky Narec, who immediately realized her strength in the Force and began her training in the Jedi arts. Together, the pair was able to raise an unstoppable army intended to liberate Rattatak, but Ky Narec was murdered by Warlord Kirske before he could complete Asajj's training.

Left without guidance, Ventress' unyielding will became bent on vengeance against the warlords of Rattatak who had murdered her parents, her surrogate father in Narec, and her people. The young girl found her bloodlust made her a force of nature on the battlefield, and in short order her army crushed all twelve warlords, who she imprisoned and slowly tortured to death, saving Kirske for last. However, Ventress' appetite for revenge had only grown during her conquest of Rattatak, and as she grew tired of torturing the already beaten warlords high above the plains in



Castle Ventress, the target of her wrath shifted toward the Jedi Order itself, who she blamed for abandoning her beloved Master.

Ventress spent the next several years researching the ancient enemies of the Jedi Order, the Sith, quickly becoming obsessed with resurrecting their legacy. Her attempts to track down knowledge and artifacts of the storied culture did not go unnoticed. Two months after the Battle of Geonosis, Count Dooku was on his way to Rattatak's famous Cauldron gladiatorial arena, claiming to have information he would only provide to a "true Sith." Ventress arranged a display of her combat prowess for Dooku, but quickly grew impatient with the elderly former Jedi, and made the mistake of attacking him. Dooku made short work of the young warrior and took her to his headquarters on Bakura, where her training was completed. Ventress' use as a Commander was approved by Darth Sidious, who sought to pit her against Jedi Anakin Skywalker.

Ventress was immediately put to work as she continued training under Sora Bulq, who honed her skill in Jar'Kai – a lightsaber form

favoring two blades. She aided Bulq in his attempt to create a rift in the Jedi Order, sowing doubt about the righteousness of leading the armies of the Republic, in hopes of drawing more converts to the Separatists. While Ventress played her part in the ruse admirably, when Mace Windu saw through Bulq's scheme and confronted Ventress, she was forced to retreat. Satisfied with her blade fundamentals, Dooku took over her training personally, and assigned her and the Gen'Dai mercenary Durge to scientist Jenna Zan Arbor's biological weapon division, placing them in charge of security and testing. The two participated in a very successful trial of the swamp gas weapon on Naboo's swampy moon of Oh'ma Duun, where Ventress killed Jedi Master Glaive and first met Anakin Skywalker and Obi-Wan Kenobi in battle. The test of the weapon was perhaps too successful, threatening to end the war too quickly for Darth Sidious' needs. In response, an elaborate trap was concocted by Dooku and Ventress to neutralize the swamp gas by allowing the Republic to retrieve an antidote from the poison's manufacturing plant on Queyta. A strike team of five legendary Jedi were sent and largely slaughtered; Ventress personally killed Jedi Master Fay, letting only Kenobi escape with the antidote, as planned.

Having taken the measure of both Skywalker and Kenobi, Ventress and Dooku felt she was ready to kill Anakin Skywalker. Four months into the Clone Wars, Confederate Intelligence discovered Anakin Skywalker was participating in the Battle of Muunilist. Ventress boarded her *Fanblade*-class starfighter and engaged Skywalker briefly in a dogfight before luring the unsuspecting Padawan to her chosen battleground of Yavin IV. Ventress felt she would hold the advantage on the jungle planet, which was still steeped in the Dark Side from the days of Sith Lord Exar Kun. The two engaged in an epic duel, but Ventress was unprepared for Skywalker's rage, and she was defeated and left for dead. Disappointed in her failure, Dooku sent Ventress to Separatist Space Station Trenchant to recover along with Durge. The pair was unknowingly sent to test General Grievous' martial skill, who was able to readily disable both Ventress and her mercenary ally, further reducing the Sith hopeful in Dooku's eyes.

Asajj Ventress returned to Bakura for a number of weeks for more training under Count Dooku, until she learned through

covert channels that Obi-Wan Kenobi and his clone adjutant had been captured instead on Jabiiim. She secretly sequestered Kenobi and the trooper in the dungeons of Castle Ventress on Rattatak in exchange for providing Alto Stratus a variety of droid reinforcements on Jabiiim. She tortured Obi-Wan mercilessly, hoping to present him to Dooku as a broken gift, but she severely underestimated Obi-Wan's tenacity. Kenobi stole the repaired lightsabers once used by Ventress and Ky Narec years ago, and used them to fight Ventress briefly, before both prisoners escaped Rattatak after a month of imprisonment. Asajj was devastated by her failure, the theft, and especially the verbal scathing Kenobi dealt her upon his escape.

Dooku, weary of her incompetence, assigned Ventress to General Grievous alongside Tol Skorr, another Dark Jedi unable to complete his missions. Seven months into the Clone Wars, the two were sent to locate and capture Quinlan Vos, an undercover Jedi. Vos' trail led Ventress to a zoological ship called the *Titavian IV*, where Ventress and Skorr were able to corner Vos. Unfortunately, Obi-Wan Kenobi arrived; responding to a distress call issued by Vos, and joined forces with Quinlan. Ventress became enraged at the sight of her nemesis and lost control, determined to kill Kenobi once and for all, believing it would restore her status to trusted confidante to Count Dooku. Kenobi and Vos were able to escape after a destructive battle, and General Grievous arrived to retrieve the two failed acolytes.

Ventress realized this failure would be the end of her potential future as a Sith, and she refused to accept defeat. She tracked Vos and Kenobi back to Coruscant by way of Rendili, and waited for an opportunity to strike. She found Skywalker first, listening to a private message from his secret wife, Senator Amidala. Ventress was only too eager to vent her frustrations in combat with him, scarring his face with a lightsaber slash and taunting him with death threats toward his wife. Enraging Skywalker was clearly the wrong tactic, and the Chosen One overpowered her with telekinesis, and dropped her into a kilometers-deep chasm, leaving her for dead once again.

In short time, Ventress recovered from her injuries and was sent to Ord Cestus to undermine the Republic and acquire more JK series Jedi Killer droids. While she was able to manipulate and then detain Jedi Obi-Wan Kenobi and Kit Fisto brilliantly, she

underestimated the strength and dedication of the ARC trooper Jango-Tat, who inadvertently freed the Jedi at the cost of his own life. While Ventress was able to defeat Fisto, Kenobi held a psychological edge from their verbal sparring on Rattatak, and Ventress fled in fear, marking a second failure in the eyes of Dooku. She returned to Bakura in shame, and was reduced to acting as Dooku's secretary, communicating Dooku's wishes to battlefronts across the galaxy, including Admiral Pors Tonith on Praesitlyn, while touring Separatist holdings with the Count such as *Skytop Station*.

Later that month, Ventress was given a chance to redeem herself during a Separatist invasion of Christophsis. The Separatists had managed to turn a clone trooper to the Confederate cause, and Ventress was sent to make certain that the Republic was dealt a lethal blow on the crystalline planet. Ventress was able to use intelligence gained from the turncoat, "Slick", to lure Kenobi and Skywalker into an ambush in a pair of high-rise buildings. The trap ultimately led to Ventress delaying the duo long enough for Slick to sabotage the Republic's vehicle pad, leaving them at a serious disadvantage. However, instead of overseeing clean-up operations, Ventress was ordered by Dooku to take part in a cunning gambit to win favor with the Hutt clans by kidnapping Jabba Desilijac's son, Rotta. The huttling was taken from Tatooine to Teth and guarded by Asajj, waiting until after the Jedi rescued Rotta and planned their next move. Some clever holo-editing made the Jedi appear to incriminate themselves as the captors. Unfortunately, Ventress was unable to "rescue" the huttling before Skywalker escaped with him. To compound her failure, Kenobi arrived to reinforce Skywalker, forcing Ventress to flee.

While her lack of success concerned her master, Ventress was given a chance to redeem herself on Rugosa, where she was to stop King Katuunko of Toydaria from entering into a treaty with the Republic. However, Master Yoda was the Republic's diplomatic envoy, and he had no difficulty besting Ventress at every turn, foiling her last ditch plan to assassinate the King before forcing her to flee. Dooku's faith in the young assassin

DARK ACOLYTES

The evil Count Dooku employed many lesser followers of the Dark Side to carry out his will and that of his master, Darth Sidious. The following is a short list of his known agents of darkness.

Artel Darc: This Dark Jedi was tasked by Count Dooku to intercept a courier safeguarding an information pack that would have been devastating to the Republic War effort during the ninth month of the Clone Wars. Much to Darc's dismay, the courier was none other than Shaak Ti, and Darc was killed by the Jedi Master on the planet of Dagou.

Dustrose: A Jensaarai follower and ally to Nikkos Tyrus. This blazing red-haired female was nicknamed Dustrose by Jedi Ylenic It'kla for her scent. She was believed to have been one of the Jedi lost on Baltizaar during the conflict between the Jedi and Bando Gora nearly a decade before the Clone Wars began. After Count Dooku arrived on Susevfi just months before the end of the Clone Wars and convinced the Jensaarai to aid the Separatist cause, Dustrose engaged a Jedi referred to as Desertwind, Nejaa Halcyon and Ylenic It'kla in combat and did not survive the encounter.

Quinlan Vos: For a time, Jedi Master Quinlan Vos was lost to the Dark Side, and aided Count Dooku and the Confederacy against the Galactic Republic. Vos was sent to infiltrate the Count's inner circle as a double agent in the sixth month of the Clone Wars, although, Vos truly did turn and took on the role of a triple agent for Darth Tyrannus before he was converted back to the light side towards the Clone Wars' end.

Unnamed Dark Acolytes: Three nameless Dark Jedi confronted Mace Windu in their battle tanks on the battlefield of Geonosis. They succeeded in preventing Master Windu from entering the hangar where Anakin Skywalker and Obi-Wan Kenobi confronted Count Dooku just long enough for the Separatist leader to escape before Mace destroyed the evil trio.



to operate independently was permanently lost, and she again was relegated to operating alongside the Count. The dark duo assassinated the head of the royal house of Falleen, before traveling to Gwori Shipyards to take possession of Jedi prisoners. Unfortunately, Muun Overseer Juhm had let them escape and destroy the shipyards, and Ventress was ordered to execute him. Ventress also oversaw an assault on a Republic listening post on a Rishi moon by Commando Droids, much in the same fashion as the Battle of Praesitlyn.

Ventress next accompanied Dooku to Zygerria to entertain the Jedi while Dooku brought Zygerria's slaver queen in line. After a brief engagement with Skywalker, Ventress was ordered to rendezvous with General Grievous on Kadavo to destroy evidence linking the Separatists to slavery. While her bombing run on the slaver facility was a success, the slaves managed to escape, and Ventress was forced to try and defeat Kenobi, Skywalker and Tano on her own. Ventress was nearly successful until Jedi Master Plo Koon arrived in his fighter and forced her to retreat and return to Dooku once again with news of defeat.

At the very end of the seventh month of the Clone Wars, Nute Gunray was captured, creating a potentially lethal risk of exposure

of Darth Sidious' identity. Dooku backed Ventress' questionable track record and sent her to either free or eliminate Nute Gunray, alongside corrupt Senate Guardsman Captain Argyus. Ventress faced both Luminara Unduli and Ahsoka Tano in lightsaber combat, but neither proved an obstacle to her objectives. Though Captain Argyus was instrumental in the mission's success, he was deemed a security risk, and Ventress elected to betray and murder Captain Argyus rather than pay him.

After a short respite from the front lines managing the Separatist spy network, Ventress was assigned to capture or kill Ros Lai, heir to the Nightsister throne, to cement the Separatist alliance with the Nightsisters of Dathomir. Ventress' search led her to Ziro the Hutt's palace on Coruscant, and she believed the Hutt possessed knowledge of Lai's whereabouts. While torturing the Hutt for information, Asajj was discovered by Jedi Masters Mace Windu and Plo Koon, and fled the scene to avoid capture. Ironically, Ventress was unaware that Ros Lai was in the ventilation system above her the entire time. The trail cold, Ventress returned to the *Devastation* at Dooku's side. The test-firing of the new superweapon went awry, as Nightsister Sai Siruc turned on Dooku just as a strike team of six Jedi boarded the

massive ship. Ventress was able to escape the ship before it was destroyed, along with her master.

Her next mission, in the ninth month of the Clone Wars, brought her to the icy world of Khorm, where she was sent to reinforce Warlord Gout and his agrocite mines. Upon landing she led an assault against the Republic base and killed Jedi-General Tauht and captured Major Ozzel. Aware of the plans of Master Fisto and Koon after interrogating Ozzel, Ventress ambushed them, engaging both Jedi before burying them in a snowy avalanche. Unfortunately, before she could confirm her kills, she was recalled to the base, where Ozzel had escaped. Ventress wisely followed Ozzel back to the Republic rally point and launched another attack, nearly wiping out the Republic forces before they were reinforced. Realizing the Separatist cause on Khorm was now lost, Ventress rushed back to Gout's stronghold and prepared to blow the mines. Her mission was stymied by an injured Jedi Master Plo Koon, who stripped her of her remote detonator and disabled it, forcing Ventress to take flight.

Shortly afterward, Dooku called upon his favored assassin to murder Viscount Vane and frame it on the Republic. Her plot was discovered some time later by Kenobi, but too late to have much effect on Dooku's scheme. She was then sent to Alzoc III, where a Separatist frigate transporting the core of Kul Teska's new super weapon had crash landed. Unable to locate the experimental gravitic core, and with Jedi Aayla Secura and Luminara Unduli dogging her heels, Ventress activated the frigate's self-destruct, destroying any evidence of the Separatist plot. Ventress only fought with the two Jedi briefly before being maneuvered into a cave-in, which she was able to later escape and make her rendezvous with Count Dooku.

The Queen of Rattatak dropped off the grid for nearly two years, appearing only briefly during the twentieth month of the conflict to issue a series of bounties for prominent Jedi and Republic officials on her master's behalf. It was not until thirty months into the Clone Wars that she again was cast into the center of the war's events. Ventress had just marked Jedi Knight Jang Li-Li as her sixteenth kill, and was about to do the same to Jai Maruk when Dooku stayed her hand.

Dooku had set a plot into motion to lure Master Yoda out into the open, and Ventress was ordered to kill Master Yoda prior to

his arrival on Vjun. Resolute to have her revenge for Ky Narec's death and her personal humiliation by Yoda on Rugosa, Ventress pursued the diminutive Jedi Master relentlessly. After tracking a decoy to Ithor, she caught up with the Order's Grand Master on *Jovan Station*, where she launched an assault on Yoda and his Jedi companions. She managed to kill two more Jedi, and planted seeds to lure Padawan Whie Malreaux to the Dark Side, interested in having her own apprentice. However, she was ultimately bested by Yoda, who arrived at the Malreaux estate on Vjun despite Ventress' efforts. Dooku's plot came to complete failure when Kenobi and Skywalker arrived at the private estate, and Ventress was forced to retreat with her master.

Shortly after leaving Vjun, Ventress was widely regarded by historians as participating in the Battle of Xagobah in her Fanblade starfighter during this period. However, it is believed by some that it was Commander Vulpus who battled with Anakin Skywalker and Boba Fett in Xagobah's orbit, ensuring Techno Union Foreman Wat Tambor's escape. What is known is that Ventress suffered serious injuries during this time at the hands of Anakin Skywalker, and convinced the Jedi she had been killed at his hands.

In reality, Ventress had been taken to Boz Pity, a secret Separatist stronghold, where she was receiving intense bacta treatments. She was suddenly awakened from her recuperation when Kenobi discovered her location, and roused by Count Dooku to redeem herself. The sight of the Jedi enraged her, and she immediately launched herself at Kenobi with a wild fury. Ventress had come to blame Obi-Wan for all her failures, and was determined to kill him. However, when it became clear to Dooku that Ventress was going to slow him down and possibly result in his capture, he ordered her shot and abandoned. Kenobi did his best to redeem Asajj from the darkness as she lay dying, but she held only hate in her heart, and made a final attack with a shard of debris at her nemesis. Anakin Skywalker, protecting his former master, dealt Ventress what was believed to be a deathblow.

With her "dying" breath, Ventress decided to betray Dooku in kind, and warned Anakin and Obi-Wan to defend Coruscant from Dooku, claiming it was the key to the war. In truth, Ventress did not perish, and instead went into a deep Qui-Tek meditation, giving the appearance of her death both physically and in the

Force. Two days later, she came out of her meditation on the Medical Frigate *Bright Flight*, commanding the pilots to change course and take her far into the fringe, where she could escape the Clone Wars and the betrayal of Count Dooku. What ultimately became of Ventress is a mystery.

Wild conspiracy theorists during the time of the Clone Wars have railed against official reports of Ventress' ability to repeatedly cheat death. She had twice fallen lethal distances in combat on Coruscant and Yavin IV, and survived an explosion onboard the *Devastation* after being soundly defeated by Nightsister Sai Sircu. These instances, combined with confusing reports that placed her at both the Battle of Xagobah and a bacta tank on Boz Pity at the same time, as well as conflicting images regarding the detailing of her tattoo patterns; begin to mount a body of circumstantial evidence that something else entirely was going on. These fringe elements instead believe that Ventress had been cloned by the Separatists, much in the way Dooku was, and that each clone felt it was the real Asajj Ventress. Most scholars dismiss this as fiction, but little proof exists to either confirm the theory or rule it out.

Asajj Ventress (Mission to Vjun) CL 15
Medium Near-Human (Rattataki) Female Scout 1/Jedi 7/Sith
Apprentice 7

Destiny 1; Force 13; Dark Side 14

Init +16; Senses Perception +9

Languages Basic, Rattataki

Defenses Ref 32 (flat-footed 27), Fort 28, Will 29; Deflect, Jar'Kai, Lightsaber Defense, Niman

Hp 109; Threshold 28

Speed 6 squares; Running Attack

Melee dueling lightsaber +16 (2d8+8) or

Melee dueling lightsabers +13/+13 (2d8+8) or

Melee dueling lightsaber +13/+13 (2d8+8) with Double Attack or

Melee dueling lightsabers +10/+10/+10 (2d8+8) with Double Attack or

Melee unarmed +15 (1d6+8) or

Ranged by weapon +18

Base Atk +14, Grp +18

Atk Options Double Attack, Power Attack

Special Actions Redirect Shot

Force Powers Known (Use the Force +13): Force grip, Force slam, inertia, mind trick, move object (2), rising whirlwind, surge, twin strike

Force Techniques Dominate Mind, Improved Move Light Object, Improved Sense Force

Abilities Str 13, Dex 18, Con 13, Int 12, Wis 14, Cha 12

Special Qualities destiny (destruction), destiny fulfilled (liberation)

Talents Dark Scourge, Deflect, Improved Stealth, Lightsaber Defense, Multiattack Proficiency, Redirect Shot, Stolen Form (Jar'Kai, Niman), Telekinetic Savant

Feats Double Attack (lightsabers), Dual Weapon Mastery I, Force Sensitivity, Force Training (3), Martial Arts I, Power Attack, Running Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Acrobatics +16, Initiative +16, Jump +13, Knowledge (Tactics) +13, Pilot +16, Stealth +16 (may reroll, keeping second result), Use the Force +13

Possessions Armorweave skirt (as kama), comlink (encrypted), explosive charges (12), Ginivex-class starfighter, dueling lightsabers (2), MORP droids (12), pocket holoprojector, rebreather, Sullustan leather bodysuit

Destiny (destruction) – It is Asajj Ventress' destiny to destroy her nemesis, Obi-Wan Kenobi.

Destiny Fulfilled (liberation) – Asajj Ventress has fulfilled her destiny by liberating her home planet of Rattatak from the grip of the Rattataki warlord, Osika Kirske.

DOOKUU

During the early stages of the Clone Wars, Count Dooku, alongside the Techno Union, began experimenting with the construction of Force-sensitive clones using Dooku as the base template. While Darth Sidious had attempted this before and made Dooku aware of the drawbacks to cloned Force-users, the Confederate Count proceeded with the project anyway. The end result was a series of flash-grown Dooku decoys, which he sent to high-risk

ventures and to tedious engagements where he was to keep up appearances.

The count trained the clones personally for a short period after they were decanted from their gestation chambers. While his clones were flash-trained during growth with many of Dooku's memories and skills, a short period of real-world usage helped to hone their abilities to perfection. The training period allowed the clones to portray Dooku that much more convincingly, sometimes fooling even his own Dark Jedi protégés.

The Republic tracked the movements of Dooku throughout the war, and was completely at a loss when the clones began popping up ubiquitously throughout the galaxy. Republic Intelligence sent assassins while Jedi claimed to have defeated him in personal combat, only to receive confirmed reports that Dooku had appeared elsewhere. When the Republic finally recognized that the man had been cloned, they stepped up their efforts, and it is believed they were able to eliminate all of the Count Dooku clones before the end of the Clone Wars.

Dookuu CL 12
Medium Human Male Clone Jedi 7/Noble 1/Jedi Knight 4
Force 12; **Dark Side** 15
Init +13; **Senses** Perception +8
Languages Basic, Geonosian, High Galactic, Neimoidian, Quarrenese, Rodese

Defenses Ref 26 (flat-footed 24), Fort 25, Will 26; Block, Lightsaber Defense, Makashi

Hp 95; **Threshold** 25

Speed 6 squares
Melee lightsaber +16* (2d8+7) or
Melee lightsaber +14* (3d8+7) with Rapid Strike or
Melee lightsaber +11/+11* (2d8+7) with Double Attack or
Melee lightsaber +9/+9* (3d8+7) with Double Attack and Rapid Strike or
Melee unarmed +12 (1d4+7) or
Ranged by weapon +13
Base Atk +11, **Grp** +13
Atk Options Double Attack, Rapid Strike, Severing Strike
Force Powers Known (Use the Force +14): battle strike, contentious opportunity, dark rage, Force lightning, Makashi

riposte, move object (2), Force slam, Force thrust, levitate, rebuke, surge

Force Techniques Force Power Mastery (Move Object), Improved Force Lighting

Abilities Str 12, Dex 14, Con 12, Int 15, Wis 15, Cha 16

Talents Block, Lightsaber Defense, Makashi, Noble Fencing Style, Severing Strike, Telekinetic Prodigy, Telekinetic Savant

Feats Double Attack (lightsabers), Force Sensitivity, Force Training (3), Hobbling Strike, Linguist, Mobility, Rapid Strike, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Deception +14, Initiative +13, Knowledge (Tactics) +13, Persuasion +14, Use the Force +14

Possessions Armorweave cape, designer robes, lightsaber (self-built*)

KADRIAN SEY

A Jedi Knight touring the fringe worlds, following the will of the Force, Kadrian Sey was a model Jedi and fierce defender of freedom for those disenfranchised souls far from the eyes of Coruscant. However, Sey soon grew weary after years of exposure to needless suffering so that the wealthy could line their pockets frustrated her faith in the Republic and its servants. Her travels soon brought her into contact with Count Dooku of the Lost Twenty, whose legendary status held great sway over the confused Jedi.

By the time the Clone Wars began, Sey's sense of justice had been perverted by Dooku into a lust for revenge against the corrupt Republic and its Jedi lackeys. The passionate Zabrak was stationed in Dooku's secret lair on Antar IV and beset against another of Dooku's minions, Tol Skorr, and the two shared an intense rivalry during the first five months of the Clone Wars until the arrival of Quinlan Vos. Kadrian sensed how powerful Vos was, and immediately sided with Tol Skorr against him in hopes of killing this new threat to their status before resuming their own battle for Dooku's favor.

Days after Vos' upset of the status quo, Kadrian accompanied Dooku and the rest of his Dark Siders to Tibrin, a world ripe for political revolution, where they were to take control of the

KADRIAN SEY



planetary government. After completing their military objectives, Dooku asked Sey if Suribrán Tu, the groveling leader of Tibrin at their feet, should be allowed to live. Sey answered in the affirmative, believing he could provide continuity of leadership and the guise of business as usual to the populace, making the transition to Separatist rule easier. However, Dooku preferred the contrary answer provided by Vos, and left with his favored disciple, leaving Sey and Skorr to dispose of Tu's body and stew in their hatred for the newcomer.

Immediately after the Tibrin mission, Sey was given an opportunity to vent her anger and frustration while interrogating captured Jedi spy Master Shylar for information. Sey mercilessly tortured the woman and ended her life, before preparing for a diplomatic conference on Kiffu in the morning. When negotiations broke down between Sheyf Tinte and Count Dooku, Sey did battle with the Sheyf's protectors alongside her master, Vos and Skorr. Kadrian Sey was bisected at the waist by Quinlan Vos' lightsaber as she tried to deal a deathblow to his aunt, Tinte.

Kadrian Sey

CL 9

Medium Zabrak Female Jedi 7/Jedi Knight 2

Force 10; Dark Side 10

Init +7; Senses Perception +10; heightened awareness

Languages Basic, Zabrak, Huttese, Ithorese

Defenses Ref 25 (flat-footed 22), Fort 22, Will 24; Deflect, Elusive Target

Hp 65; Threshold 22

Speed 6 squares, Mobile Combatant, Running Attack

Melee lightsaber +13* (2d8+7) or

Melee lightsaber +11* (3d8+7) with Rapid Strike or

Melee unarmed +9 (1d4+4) or

Ranged by weapon +12

Base Atk +9, Grp +12

Atk Options Acrobatic Strike, Rapid Strike, Wicked Strike

Special Actions Acrobatic Recovery

Force Powers Known (Use the Force +11): dark rage, move object, saber swarm, surge

Force Techniques Improved Dark Rage

Abilities Str 10, Dex 16, Con 11, Int 14, Wis 12, Cha 14

Talents Acrobatic Recovery, Ataru, Deflect, Elusive Target, Mobile Combatant

Feats Acrobatic Strike, Force Sensitivity, Force Training (2),

Rapid Strike, Running Attack, Weapon Finesse (lightsabers),

Weapon Proficiency (lightsabers, simple weapons), Wicked Strike

Skills Acrobatics +12, Knowledge (life sciences) +11, Perception

+10 (may reroll, keeping second result), Use the Force +11

Possessions lightsaber (self-built*)

KAROC AND VINOC

Born to a wealthy family in the Core Worlds, these brothers grew up living a decadent lifestyle. Echoing the formation of the Krath Dark Side Cult thousands of years before, the brothers took an interest in the ancient Sith culture. Their investigations eventually brought them to the attention of Darth Sidious, who arranged for the pair to become enthralled to Tyrannus once it was discovered they had sensitivity to the Force. Vinoc was very studious, craving knowledge of the Force, while Karoc was more interested in the glory of physical combat.

Early in the Clone Wars, Vinoc discovered details on ritual Sith alchemical tattoo markings. Karoc and Vinoc both performed the ritual on each other soon after, increasing their powers. It was not long before such markings became a common practice among Dooku's cabal of Dark Jedi.

Four months into the Clone Wars, the two were assigned to defend the Cortosis Droid Factory on Metalorn, where they were eventually confronted by Anakin Skywalker. Anakin was much more powerful, however, and the ensuing duel quickly took a turn for the worse for the brothers. Vinoc was slain moments into the fight, and Karoc's rage was not nearly powerful enough to best Skywalker, who made certain the brothers were not separated by death for more than a few moments.

Karoc

Medium Human Male Noble 6

Force 8; Dark Side 10

Init +10; Senses Perception +9

Languages Basic

Defenses Ref 19 (flat-footed 17), Fort 17, Will 19

Hp 39; Threshold 17

Speed 6 squares

Melee lightsaber +5 (2d8+4) or

Melee unarmed +5 (1d4+4) or

Ranged by weapon +6

Base Atk +4, Grp +6

Atk Options Power of the Dark Side

Special Actions Leading Feint

CL 6



Force Powers Known (Use the Force +10): battle strike, dark rage, Makashi riposte, saber swarm

Abilities Str 12, Dex 14, Con 12, Int 11, Wis 12, Cha 14

Talents Leading Feint, Noble Fencing Style, Power of the Dark Side

Feats Brilliant Defense, Force Sensitivity, Force Training (2), Skill Focus (Deception), Stand Tall, Weapon Proficiency (lightsabers, pistols, simple weapons) 2 (NBL)

Skills Deception +15, Initiative +10, Perception +9, Persuasion +10, Pilot +10, Ride +10, Use the Force +10

Possessions Comlink, lightsaber, pleasure yacht

Vinoc

Medium Human Male Noble 6

Force 8; Dark Side 10

Init +4; Senses Perception +9

Languages Basic, Bocce, Duresse, High Galactic, Hutttese, Sith

Defenses Ref 18 (flat-footed 17), Fort 16, Will 19

Hp 33; Threshold 16

Speed 6 squares

Melee lightsaber +5 (2d8+4) or

Melee unarmed +5 (1d4+4) or

Ranged by weapon +5

Base Atk +4, Grp +5

CL 6

Force Powers Known (Use the Force +9): fear, mind trick, move object, rebuke

Abilities Str 12, Dex 13, Con 11, Int 14, Wis 12, Cha 13

Talents Dark Side Manipulation, Educated, Telepathic Link

Feats Force Sensitivity, Force Training (2), Friends in Low Places, Linguist, Recall, Skill Focus (Knowledge [galactic lore]), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Deception +9, Gather Information +9, Knowledge (galactic lore) +15, Knowledge (life sciences) +10, Perception +9,

Persuasion +9, Ride +9, Use Computer +10, Use the Force +9

Possessions 12,000 credits, lightsaber, Sith holocron

NIKKOS TYRIS

Nikkos Tyris was one of the few Anzati Jedi to ever join the Jedi Order. Exceptionally young for an Anzati, Nikkos was not a member of the Jedi Order when fellow Anzati Volfe Karkko fell to the Dark Side. While Nikkos served the Jedi Order ably in the years leading up to the Clone Wars, his frustration with the Council grew, as he was restricted from accessing Karkko's entire file. Nikkos nursed an overdeveloped sense of hero worship for Volfe Karkko, but when he found that Volfe had indeed fallen to the Dark Side, instead of rejecting him, he began seeking the cause of his fall.

A decade before the Clone Wars erupted, Nikkos was sent to Baltizaar with a Jedi strike force to eliminate the threat of the Bando Gora. All Jedi sent on the strike were believed killed. However, Nikkos and two others managed to survive. Nikkos did not return to the Jedi Order after escaping imprisonment by the Bando Gora. Instead, he traveled to Susevfi and opened his own secret academy where he trained a growing number of followers in what he considered the "true" way of the Force. When the Clone Wars broke out, Dooku was able to locate and sway Tyris to the Confederacy after promising access to one of Karkko's beloved Sith holocrons. With the holocron's assistance, Count Dooku was able to completely turn Master Tyris to the Dark Side. It was not long before Nikkos dragged two of his most advanced students with him into darkness.

Toward the end of the Clone Wars, before Tyris could infect his entire school with the Dark Side, a Jedi strike team managed

NIKKOS TYRIS



to locate his academy on Susevfi. The Jedi were only three in number, and Nikkos went out to meet them in battle with his two most dark and trusted students. Nikkos squared off against Nejaa Halcyon and engaged him in lightsaber combat. Nikkos won the fight decidedly, piercing Halcyon through the chest with his lightsaber. However, Halcyon was shockingly able to absorb the energy in Nikkos' lightsaber blade, giving him an energy boost which he directed back at Tyris in the form of a fatal crushing

ANZATI SPECIES TRAITS

All Anzati share the following traits:

Ability Modifiers: +2 Strength, +2 Dexterity, -4 Charisma. Anzati are strong and agile, but often repulsive to other species.

Medium Size: As Medium creatures, Anzati have no special bonuses or penalties due to their size.

Speed: Anzati base speed is 6 squares.

Soup: Anzati do not eat food in the traditional sense. Instead, they must feed on the Force energy of sentient victims. An Anzati must expend 1 Force Point per week in order to survive. This Force Point can either come from a victim or their own pool. In order to drain a victim, the Anzati must make a successful grapple attack on the target. Drinking the soup of a grappled target takes a number of rounds equal to the target's Constitution modifier (minimum of 1 round) at which time one Force Point is transferred from the victim's pool into the Anzati character's. If the target has no Force Points, they instead move -1 persistent step down the condition track (each step gains the Anzati 1 Force Point). If the victim reaches the bottom of the condition track, it dies and the Anzati receives a Dark Side Point.

The Anzati can gorge himself on a victim, recharging Force Points to a maximum allowed by their class and level. After a week without feeding, the Anzati moves -1 persistent step down the condition track per day until they have fed. If an Anzati moves to the bottom of the condition track, he becomes "feral" and physically begins to transform. Feral Anzati are relinquished to the game master for control, suffer a -10 penalty to Intelligence, Wisdom and Charisma (minimum 1) while gaining a +6 bonus to Strength and Dexterity. Feral Anzati attack any sentient being on sight and immediately attempt to drink their soup. Feral Anzati are susceptible to mind-affecting effects that would affect animals. In order to escape the feral state and return to their right mind, Anzati must feed on 10 Force Points (minus their Constitution modifier) within a week's time. Every week that passes without meeting this goal adds an additional Force Point to the total needed to remove the feral state.

Telepathic: Anzati are able to read minds and even control them. All Anzati are considered to possess the Mind Trick Force power, and can make Use the Force Checks untrained for the purposes of using the power. In addition, all Anzati can make untrained Use the Force checks to use the Sense Force and Telepathy applications of the skill. If the Anzati should become trained in Use the Force, they receive a +2 species bonus to Use the Force checks for both applications.

Bonus Feat: Anzati gain Pin as a bonus feat.

Automatic Languages: Anzati, Basic.

telekinetic attack that hurled Nikkos Tyrus' body across the battlefield.

Nikkos' training facility collapsed, and only four of his students survived. The most senior student was a female who took the other three students into hiding, where they continued to hide from the Jedi and train. Eventually, the four students developed into the Jensaarai, a group of Force-users steeped in Sith tradition without having gone over to the Dark Side. Decades later, the group would largely be absorbed into Luke Skywalker's Jedi Academy on Yavin IV.

Nikkos Tyrus

CL 16

Medium Anzati Male Jedi 7/Jedi Knight 7/Force Adept 2

Destiny 1; Force 14; Dark Side 14

Init +16; Senses Perception +10

Languages Anzati, Basic, High Galactic, Huttese, Sith

Defenses Ref 32 (flat-footed 28), Fort 28, Will 32; **Block, Deflect Hp 103; Threshold 28**

Speed 6 squares, Burst of Speed

Melee lightsaber +19* (2d8+9)

Melee unarmed +16 (1d6+9) or

Ranged by weapon +18

Base Atk +15, Grp +18

Atk Options Acrobatic Strike, Channel Aggression, Cunning Attack, Sentinel Strike

Special Actions Force Cloak, Linked Defense, Redirect Shot, Shien

Force Powers Known (Use the Force +14): ballistakinesis, battle strike, dark rage, fear, mind trick, move object (2), shien deflection, surge

Force Techniques Force Power Mastery (Surge, Move Object), Improved Dark Rage, Improved Move Light Object

Abilities Str 13, Dex 16, Con 11, Int 16, Wis 14, Cha 13

Special Qualities Soup, Telepathic

Talents Block, Channel Aggression, Deflect, Force Cloak, Linked Defense, Redirect Shot, Sentinel Strike (2), Shien

Feats Acrobatic Strike, Armor Proficiency (light), Cunning Attack, Force Sensitivity, Force Training (3), Martial Arts I, Natural Leader (Jensaarai), Pin, Weapon Finesse (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +16, Endurance +13, Initiative +16, Knowledge (galactic lore) +16, Use the Force +14

Possessions Jensaarai academy and followers, lightsaber (self-built*)

Organization (Jensaarai) – 31 – Nikkos Tyris is the founder and leader of the Jensaarai Force tradition.

Destiny Fulfilled (champion) – Nikkos Tyris has fulfilled his destiny by founding the Jensaarai school of thought.

Destiny Fulfilled (corruption) – Nikkos Tyris has fulfilled his destiny by giving himself to the Dark Side of the Force.

SAATO

Mistress Saato was one of Count Dooku's many Dark Side minions, and was likely a member of Dathomir Nightsister Sai Sircu's cabal. Almost four months into the Clone Wars, Saato was put in charge of an operation on Tatooine, supervising Jabba the Hutt, as he smuggled construction materials and cortosis to a Techno Union factory on Metalorn. Saato also retained the deadly mercenary and bounty hunter, Aurra Sing. When she became aware that local moisture farmer Raala Ponchar had discovered the operation,



Saato quickly captured her for questioning. Unfortunately, the girl had already sent out a message, and the Jedi Order sent Anakin Skywalker to investigate.

While Saato had dispatched Aurra Sing to deal with the Jedi interloper, Skywalker's investigation soon brought him to Jabba's doorstep. Saato ambushed him and incapacitated the Jedi before locking him in Jabba's dungeon alongside Raala Ponchar. Saato underestimated the Padawan, however, and Anakin managed to escape on a stolen skiff. Saato was too late to stop Skywalker from escaping the dungeon, but after a chase over the Dune Sea, Saato eventually shot him down near the Great Sarlacc Pit. The two duelled briefly, but Skywalker proved much more powerful, and killed Mistress Saato by pushing her into the Pit of Carkoon.

Saato

CL 7

Medium Human Female Scout 7

Force 8; Dark Side 12

Init +10; Senses Perception +9

Languages Basic, Huttese

Defenses Ref 21 (flat-footed 19), Fort 18, Will 18; Dodge

Hp 48; Threshold 18

Speed 6 squares

Melee short lightsaber +7* (2d6+4) or

Melee short lightsabers +2/+2* (2d6+4)

Melee unarmed +6 (1d4+4) or

Ranged by weapon +7

Base Atk +5, Grp +7

Atk Options Power of the Dark Side

Special Actions Adept Spellcaster

Force Powers Known (Use the Force +10): battle strike, Force grip

Abilities Str 13, Dex 14, Con 10, Int 12, Wis 12, Cha 14

Talents Adept Spellcaster, Charm Beast, Command Beast, Power of the Dark Side

Feats Dodge, Dual Weapon Mastery I, Force Sensitivity, Force Training, Weapon Proficiency (advanced melee weapons, lightsabers, pistols, rifles, simple weapons)

Skills Initiative +10, Jump +9, Perception +9, Pilot +10, Ride +10, Stealth +10, Use the Force +10

Possessions Comlink, short lightsabers (2, self-built*)

SAI SIRCU

A cunning strategist with a thirst to rule, Sai Sircu took advantage of the power vacuum left by the death of Queen Zalem, leader of the clan of Nightsisters to which Sircu served as a field general. Engineering a complex military coup, Sircu made sure all of Zalem's heirs were neutralized, with Ros Lai in Jedi custody on Coruscant, and Mei Lai exiled at Sircu's own hand. As the years progressed, Sircu sought a means to extend her clan's influence, and early in the Clone Wars formed an alliance with Count Dooku and the Separatists.

Sircu bargained for Ros Lai's death as well as a sizable army of battle droids to consolidate power on Dathomir. In return, Sircu pledged a number of her Force-sensitive sisters as well as a large cache of Force-imbued crystals native to Dathomir for the construction of a planet-cracking Force-powered weapon. In addition to hundreds of Nightsister warriors, Sircu also pledged two of her youngest, but most capable officers in Yansu Grjak and Saato. Dooku used the capable operatives on delicate errands he did not want easily traceable back to the Confederacy.

Eight months after the Battle of Geonosis, Sircu's protégé Yansu delivered the Jedi Luminara Unduli as a prisoner after her raid on the *Sedawan*. Sircu was interested in converting Unduli to join the Nightsisters, hoping she would share Jedi techniques. Unfortunately, Luminara proved far too strong-willed, and Sircu instead imprisoned her, planning to make a gift of her to Dooku. Just as her crystal stockpile was fully charged with Force energy, Jedi Plo Koon and Ahsoka Tano arrived on Dathomir to investigate leads on the *Sedawan* raid. Putting her mission first, Sircu executed a fighting retreat, combating the Jedi and clone troopers alike as she retreated back to her ship. While the Jedi were able to free her Jedi prisoner, Sircu was still able to escape with her load of Dathomir Crystals and arrive onboard the Confederate warship *Devastation*.

On the bridge of the Separatist vessel, Darth Sidious suggested testing the weapon on Dathomir itself. Sai Sircu realized the Sith had no intention of sharing power or holding up their end of the bargain. Sircu became infuriated, lashing out at Dooku and Ventress, battle droids, and a Jedi incursion force all the while setting course for Coruscant, determined to detonate



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the ecumenopolis. After outfighting Asajj Ventress, and forcing Dooku to flee, Sircu was confronted by Jedi Master Mace Windu and Jedi Knight Anakin Skywalker. Despite attuning herself to four Force crystals, which provided her with an endless reservoir of Force energy, the two legendary Jedi were more than a match

for her. Sircu staggered back into a Force energy beam, causing a feedback loop to the other four crystals from which she was drawing power. Sai Sircu exploded in an intense wave of Force energy, causing a chain reaction of detonations that eventually destroyed the *Devastation* over Coruscant orbit.

Sai Sircu

CL 17

Medium Human Female Scout 7/Noble 3/Force Adept 7

Force 14; Dark Side 14

Init +15; Senses Perception +10

Languages Basic, Bocce, High Galactic, Huttese, Paecean, Sith

Defenses Ref 31 (flat-footed 29), Fort 30, Will 33; Dodge, Force Talisman, Slippery Maneuver

Hp 102; Threshold 30

Speed 6 squares; Running Attack

Melee crossguard lightsaber +15* (3d8+10*) or

Melee crossguard lightsaber +10/+10* (3d8+10*) with Double Attack or

Melee unarmed +14 (1d4+10) or

Ranged by weapon +14

Base Atk +12, Grp +14

Atk Options Detonate, Double Attack, Power of the Dark Side, Savage Attack

Special Actions Adept Spellcaster, Attune Weapon, Charm

Beast, Command Beast, Empower Weapon, Force Talisman, Shake It Off, Swift Power, Telekinetic Savant

Force Powers Known (Use the Force +21): Force blast (2), Force lightning, move object (2), surge

Force Techniques Force Point Recovery, Force Power Mastery (Force Blast), Improved Force Lightning

Abilities Str 14, Dex 15, Con 13, Int 14, Wis 14, Cha 16

Talents Adept Spellcaster, Attune Weapon, Charm Beast,

Command Beast, Detonate, Empower Weapon, Force Talisman, Power of the Dark Side, Swift Power, Telekinetic Savant

Feats Dodge, Double Attack (lightsabers), Flurry, Force

Sensitivity, Force Training (2), Linguist, Running Attack,

Savage Attack, Shake It Off, Skill Focus (Use the Force),

Slippery Maneuver, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

GARGANTUAN FORCE

IMBUED ILMU CRYSTAL

As a full-round action, a Force user can draw upon the power of a Force-charged Gargantuan Ilmu Crystal, and with a Use the Force Check DC 20; can recover all spent force powers.

Skills Endurance +14, Initiative +15, Jump +15, Knowledge (Tactics) +15, Ride +15, Stealth +15, Survival +15, Use the Force +21

Possessions Bull Rancor pet, comlink, Force-imbued talisman, crossguard lightsaber (empowered*, attuned*), personal transport

SEV'RANCE TANN

Darth Sidious, having recognized the Chiss propensity for strategy and tactics during the Outbound Flight debacle, sent Dooku on a mission to recruit a Chiss commander for his mechanical army. Sev'Rance Tann quickly came to Dooku's attention; like many Chiss, she was confident in her abilities to the point of arrogance, though her mastery of the Force certainly provided her with an advantage over her peers. Dooku placed her in charge of a large droid army along with her lover, a Chiss mercenary named Vandalor. Tann quickly became Dooku's most trusted general and led many of his military actions and supervised the Separatist arms build-up before the war.

When the Clone Wars began, Sev'Rance was right in the thick of the fighting from the start. She was at Geonosis, where she aided Count Dooku in escaping a group of Jedi tracking him. The strike force included Plo Koon, Ki-Adi Mundi, Echuu Shen-Jon and Padawan Stam Reath. Sev'Rance managed to hold the Jedi off while Dooku made it to his swoop and starfighter escort, which took him to his personal hangar. While keeping the Jedi occupied, she taunted and brutally murdered Echuu Shen-Jon's Padawan, Stam Reath.

Tann's next assignment came days later when she was ordered to oversee the restocking of Separatist losses and to supervise droid construction at the Kael Orbital Platform near Tatooine in

the Outer Rim. Kael was a former Intergalactic Banking Clan droid factory, but was easily converted for the Separatist's purposes. It was here that Sev'Rance first encountered the Twi'lek Jedi-General Jor Drakas and his forces, which she decided to retreat from instead of engage.

Rumors began to permeate the underworld that the Republic had developed a powerful new weapon, and Sev'Rance was sent to a small outpost called Mos Osnoe on Tatooine. After gleaned valuable insight on this new threat from Boorka the Hutt, Sev'Rance took her army to Eredenn Prime to disrupt the Decimator Tank trials. She managed to secure several tanks as well as the detailed plans stored within a data droid. The Separatists quickly learned that the weapons were useless without the access codes found only at their production facility.

General Tann raced to Alaris Prime where the Wookiee design crews were still producing more tanks, quickly disabling the Wookiee's communications antenna before destroying anyone and everything involved with the project. Her forces took over



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SEV'RANCE TANN

all of the Decimator production facilities, and her data droid interfaced with the main computer banks to decrypt the access codes, saving the Separatists the time and trouble of breaking the codes themselves. This allowed the Separatists to begin using the Decimator Tanks against the Republic immediately.

Nearly a month after Geonosis, it was time for a Separatist counter-strike. Sev'Rance Tann invaded Sarapin with Decimator Tanks, first taking out the defensive grid power relay on Asteroid 426. This disabled the planetary shield and allowed Sev'Rance to land her forces on the volcanic planet. It was on Sarapin that General Tann had her final battle with Jedi-General Jor Drakas, crushing his forces and then killing him in a duel. After a long, hard-fought battle, she took over all the power harvesting and storage facilities on top of the volcanic Mount Corvast, cutting the core worlds off from eighty percent of its energy reserves.

Count Dooku finally gave Sev'Rance a chance to rest, and ordered her to wait on Krant to supervise the construction of more Decimator Tanks. Days after her arrival, Tann's scouts reported Jedi Master Echuu Shen-Jon had tracked her down, accompanied by Republic forces. Sev'Rance captured his new Padawan, Naat Reath, in hopes of drawing the venerable Jedi into an open conflict. Echuu Shen-Jon accepted Tann's challenge and defeated the Chiss Darksider in lightsaber combat, killing her shortly afterward in a fit of rage. Tann's death allowed General Grievous to become the new military head of the Confederacy.

Sev'Rance Tann CL 15
 Medium Chiss Female Soldier 10/Officer 5
 Force 13; Dark Side 13
 Init +14; Senses Perception +14, Low-Light Vision
 Languages Basic, Cheunh, Geonosian, Huttese
 Defenses Ref 30 (flat-footed 27), Fort 28, Will 31
 Hp 116; Threshold 28

Speed 6 squares
 Melee lightsaber +17 (2d8+10) or
 Melee lightsaber +15 (3d8+10) with Rapid Strike or
 Melee lightsaber +12 (4d8+10) with Improved Rapid Strike or
 Melee lightsabers +12/+12 (2d8+10) with Double Attack or
 Melee lightsaber +10/+10 (3d8+10) with Double Attack and
 Rapid Strike or

Melee lightsaber +7/+7 (4d8+10) with Double Attack and
 Improved Rapid Strike or

Melee unarmed +16 (1d8+8) or

Ranged by weapon +17

Base Atk +15, Grp +17

Atk Options Cunning Attack, Double Attack, Improved Rapid
 Strike, Rapid Strike

Special Actions Battle Analysis, Combat Reflexes, Deployment
 Tactics, Feel the Force, Field Tactics, Outmaneuver, Tactical
 Advantage

Force Powers Known (Use the Force +15): Force grip, Force
 lighting, mind trick

Abilities Str 12, Dex 14, Con 12, Int 16, Wis 14, Cha 16

Special Qualities command cover +2, share talent (Battle
 Analysis, Deployment Tactics)

Talents Battle Analysis, Commanding Presence, Deployment
 Tactics, Feel the Force, Field Tactics, Outmaneuver, Stinging
 Assault, Weapon Specialization (lightsabers)

Feats Armor Proficiency (light, medium), Combat Reflexes,
 Cunning Attack, Double Attack (lightsabers), Force
 Sensitivity, Force Training, Improved Rapid Strike, Martial
 Arts I, Rapid Strike, Tactical Advantage, Weapon Focus
 (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles,
 simple weapons)

Skills Endurance +13, Initiative +14, Knowledge (tactics) +15,
 Perception +14, Pilot +14, Use Computer +15, Use The Force
 +15

Possessions *Diamond*-class cruiser, lightsaber, super battle
 droids (6)

SHA'ALA DONEETA

Sha'ala Doneeta was a Twi'lek of clan Doneeta, and heir to the Doneeta Force-user tradition, which stretched back thousands of years. However, unlike her ancestors, she was seduced by the Dark Side at a young age, when she was sold into slavery. Sha'ala used the Force in a raw, instinctive manner to escape her captivity, and spent her days learning to control her abilities in secret. When the Clone Wars erupted, she was drawn to Count Dooku's power, and quickly became a member of his dark cabal



of Force-users. She often traveled publicly as Dooku's aide, even making an appearance on the CIS Shadowfeed at his side sixteen months before the end of the Clone Wars.

In truth, Sha'ala functioned as Dooku's seer. Dooku entrusted Sha'ala with reading future events, to both protect himself from treachery by Darth Sidious and ensure his own plots had satisfactory outcomes. Unfortunately, Sha'ala was unable to foresee the events that would take place on the *Invisible Hand*, as the Dark Lord of the Sith's presence masked the outcome. Lost without her master, it was unknown what ultimately became of Sha'ala. It was rumored she joined the Prophets of the Dark Side under the pseudonym Etoov Noojojea, where she remained well into the Galactic Civil War.

Sha'ala Doneeta

CL 9

Medium Twi'lek Female Noble 6/Jedi 1/Force Adept 2

Force 10; Dark Side 12

Init +5 (Force Point: may reroll, keeping better result); Senses
Low-Light Vision, Use the Force +16

Languages Basic, Durese, High Galactic, Huttese, Ryl, Zabrak
(one unselected)

Defenses Ref 22 (flat-footed 21), Fort 24, Will 24

Hp 55; Threshold 24

Speed 6 squares

Melee unarmed +6 (1d4+4) or

Ranged by weapon +7

Base Atk +6, Grp +7

Special Actions Force Power Adept

Force Powers Known (Use the Force +11): farseeing (2), fear,
Force lightning, mind trick, rebuke

Force Techniques Improved Mind Trick

Abilities Str 10, Dex 13, Con 12, Int 15, Wis 13, Cha 14

Talents Force Perception, Force Power Adept (farseeing),
Foresight, Renew Vision, Visions

Feats Force Sensitivity, Force Training (3), Informer, Linguist,
Quick Skill (Use the Force), Skill Focus (Use the Force),
Weapon Proficiency (pistols, simple weapons)

Skills Deception +11 (may reroll, keeping second result), Gather
Information +11, Knowledge (galactic lore) +11, Perception
+10, Persuasion +11, Pilot +10, Use Computer +11, Use The
Force +16 (may substitute for Perception checks)

Possessions *Punwocca-116* solar sailer, super battle droids (6)

SORA BULQ

Sora Bulq, former lightsaber combat instructor at the Jedi Temple, along with his Padawan, Galdous Stouff, were among the two-hundred and twelve Jedi dispatched to Geonosis in attempt to rescue Obi-Wan Kenobi, Anakin Skywalker, and Senator Amidala. The pair infiltrated the arena on the side opposite the three captives, and when the fighting began, easily defeated a dozen guards and numerous battle droids. Bulq and his Padawan were quickly evacuated in a gunship, which was destroyed in mid-flight to the Republic assembly area.



However, Sora Bulq was fortunate enough to survive the crash, and he wandered the Geonosian desert in meditative thought. He was declared dead by the Jedi, but picked up by Count Dooku, who quickly turned Bulq to the Separatist cause. In a complicated scheme of separatist deceit, Sora was rescued by Jedi Master Tholme, and Bulq convinced him to journey to Bakura, where Dooku supposedly was in hiding. Bulq and Tholme engaged Dooku in combat, though as planned, Sora left himself open to Dooku's lightning attack, removing himself from the fight early. When Sora regained consciousness, Dooku turned tail and

ran, giving Tholme the impression that Bulq had rescued him from death at Dooku's hands. This entrenched Bulq's credibility within the order as a hero, making it all the more effective when, in the third month of the Clone Wars, Sora officially left the Jedi Order for a policy of neutrality. His departure caused a schism within the Jedi Order, and many other Jedi followed Sora Bulq to his private retreat on Sriiluur's moon of Ruul to sit out the Clone Wars, including Sian Jeisal, K'kruhk, Rhad Tarn, and Mira.

Bulq's meditation was brief; as Jedi Master Mace Windu soon came to negotiate the dissidents' return to the Jedi Order. However, before negotiations could really begin, Asajj Ventress staged a planned, mock assault on Sora Bulq. The pair fought briefly before Mira, Bulq's former Padawan Learner, found them and leapt into the fray. Sora warned his former Padawan she was no match for Ventress, but she attacked the Dark Jedi anyway, and Ventress quickly ended Mira's life. Bulq mourned the loss of Mira while Ventress continued forward with the plan, claiming she was Mace Windu's ally as she fought with the remaining dissidents. Sora's ruse was quickly revealed by Mace Windu, and the two engaged in a furious duel where Bulq came up the worse. Bulq and Ventress were forced to regroup with Count Dooku, the plot to create a schism in the Order a failure.

Five months into the Clone Wars, Sora Bulq was at Dooku's side on Antar IV to welcome Quinlan Vos to the Count's compound. He recommended to Dooku that Vos be taken in as an ally, as Sora knew the Jedi had an inner darkness, The Count agreed and Sora Bulq accompanied Dooku and the rest of his Dark Jedi to Tibrin. After the execution of Suribrán Tu, Sora Bulq was left to take control of the government and make certain the transition to Confederate control went smoothly. Sora Bulq spent the next six months erecting a new government and killing everyone in the former administrator's inner circle, including their family members.

For the better part of the next year and a half, Sora Bulq acted as Dooku's personal assistant and troubleshooter. He spent considerable time meditating on the Clone Wars and studying the Dark Side. The former lightsaber instructor also made frequent trips to Anzat, visiting with Anzati Force-sensitive assassin Akku Seii to set another plot in motion. Sora Bulq then recruited Bok,

one of the last Morgukai warriors, to become the genetic donor for a Separatist clone army, trained in the ways of the Anzat Assassins by a student of Akku Seii's named Lord Rath Kelkko.

Approximately six months before the end of the Clone Wars, Sora Bulq had managed to create fully grown clones. The cloning center was buried beneath Saleucami, deep in the Outer Rim, where Lord Kelkko was training them in the Anzati arts. The new Morgukai clones could pose a significant threat to the Jedi, and so following their discovery by Republic Forces, Oppo Rancisis was dispatched with an army to destroy the cloning center.

Master Tholme had already managed to infiltrate the facility, though Sora Bulq quickly discovered him and launched a furious assault with his lightsaber. Sora was unable to stop Tholme from escaping deeper into the facility, and Tholme quickly made Sora Bulq's life miserable. The former ally continually sabotaged Bulq's efforts, and neither Bulq nor Skorr or the Morgukai were able to locate him. Sora had hoped to be off Saleucami before the Republic arrived, but Tholme's sabotage forced him to change his plans. Sora moved the cloning facilities deeper into the planet's crust, and erected a defensive shield around the city he had taken refuge within. He then awaited Oppo Rancisis' army, and Quinlan Vos' intelligence on Jedi battle plans.

Sora Bulq quickly convinced Dooku to order Vos to report to the facility to hunt down and destroy Tholme, as his meddling had become a larger nuisance than he could bear. Content Vos would handle Tholme; Sora ordered Tol Skorr to stage a diversionary attack. While Skorr drew Oppo's fellow Jedi into combat, Sora took a group of Anzati assassins and snuck into Oppo Rancisis' command center. Sora Bulq watched from the shadows as the Anzati assassins fell to Master Rancisis' battle prowess. As Oppo disabled the last opponent to question him, Sora Bulq stabbed the Jedi Master in the back, ending the council member's life.

Bulq sensed that Vos' loyalties were conflicted, and so he kidnapped Khaleen Hentz, Vos' lover, to ensure he had proper leverage over the Kiffar Jedi. However, Bulq overplayed his hand when he ordered Vos to kill Hentz, and the room dissolved into chaos. Sora allowed Tol Skorr to attack Vos, while Bulq focused his attention on Master Tholme. Bulq quickly gained the upper hand, but before he could strike the final blow, Vos returned and intervened, saving Tholme. Bulq turned his attention to Vos,

and quickly proved the dominant duelist over the conflicted Vos. However, he did account for Tholme and Aalya Secura to use their Force bonds with Vos to strengthen his resolve. In a moment of clarity, Vos cut Sora Bulq down just as he was raining the final lightsaber stroke down at the Jedi's head. He died a failure, his Morgukai shadow army as dead as the being who created it.

Sora Bulq

CL 17

Medium Weequay Male Jedi 7/Jedi Knight 7/Jedi Master 3

Destiny 2; Force 15; Dark Side 13

Init +15; Senses Perception +10

Languages Basic, Huttese, Srriluurian

Defenses Ref 35 (flat-footed 32), Fort 32, Will 32; Block, Deflect, Niman, Shii-Cho

Hp 144; Threshold 32

Speed 6 squares

Melee lightsaber +22* (2d8+12) or

Melee lightsaber +19/+19* (2d8+12) with Double Attack or

Melee shoto lightsaber +24* (2d6+12) or

Melee shoto lightsaber +21/+21* (2d6+12) with Double Attack or

Melee lightsaber +22* (2d8+12) and

shoto lightsaber +24* (2d6+12) or

Melee lightsaber +19/+19* (2d8+12) and

lightsaber +21* (2d8+12) with Double Attack or

Melee lightsaber +19* (2d8+12) and

lightsaber +21/+21* (2d8+12) with Double Attack or

Melee unarmed +19 (1d6+10) or

Ranged by weapon +19

Base Atk +17, Grp +19

Atk Options Double Attack, Savage Attack, Vaapad

Special Actions Juyo

Force Powers Known (Use the Force +18): assured strike, Force lightning, Force thrust, kinetic combat, surge, tempered aggression

Force Regimens sparring practice, training remote, Vo'ren's first cadence

Force Secrets Corrupted Power, Multitarget Power

Force Techniques Force Power Mastery (kinetic combat),

Improved Battle Strike, Improved Force Thrust

Abilities Str 14, Dex 15, Con 14, Int 14, Wis 15, Cha 10

Special Qualities destiny (corruption), destiny fulfilled (education), fearless, pheromones, serenity

Talents Block, Deflect, Greater Weapon Focus (lightsabers), Juyo, Multiattack Proficiency (lightsabers), Niman, Shoto Focus, Shii-Cho, Vaapad, Weapon Specialization (lightsabers)

Feats Double Attack (lightsabers), Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Regimen Mastery, Force Training (2), Martial Arts I, Savage Attack, Skill Focus (Endurance), Weapon Proficiency (lightsabers, simple weapons), Weapon Focus (lightsabers)

Skills Acrobatics +15, Initiative +15, Endurance +20, Use the Force +18

Possessions lightsaber (self-built*), shoto lightsaber (self-built*)

Destiny (corruption) – It is Sora Bulq's destiny to corrupt Jedi Master Quinlan Vos to the Dark Side of the Force.

Destiny Fulfilled (education) – Sora Bulq has fulfilled his destiny with the completion of Mira's training, granting him a permanent +5 destiny bonus to all Use the Force checks.

TOL SKORR

When Count Dooku was still a part of the Jedi Order, he managed to save the life of fellow Jedi Tol Skorr. Skorr was shot down by pirates over Korriban and nearly died at the hands of a Sith Hound that badly scarred his face. Skorr considered himself indebted to the Count ever since then, even following him to the Dark Side. Dooku quickly fostered a mutual hatred between Skorr and Kadrian Sey, in order to keep their power in check. However, five months into the Clone Wars, the pair found a common enemy in Quinlan Vos, who presented a threat to their station with Count Dooku.

After a trip to Tibrin and a brief clash with Vos over the fate of Senator Zurros on Antar IV, Skorr accompanied Dooku and his fellow Dark siders to Kiffu for a meeting with Sheyf Tinte. Negotiations quickly turned aggressive when a score of Kiffar Guardians were unleashed against Dooku, Skorr, Sey and Vos. Skorr protected his master, wading through several guardians with ease. Vos had managed to get his hands on Sheyf Tinte, but was reluctant to strike her down. Skorr watched, euphoric, as Vos revealed himself as a traitor and killed Kadrian Sey, eliminating

both his competitors for Dooku's favor. Dooku had Skorr fight the remaining six guardians, as Dooku went after Vos and Tinte. Tol Skorr's elation was brief, however, as Dooku and Vos walked out of Tinte's compound with Dooku's arm around Vos in a brotherly gesture. Skorr's hatred for Vos tripled.

Skorr continued to act as Dooku's bodyguard during much of the Clone Wars, and in the sixth month of the Clone Wars, competed openly with Quinlan Vos in a race to retrieve Darth Andeddu's holocron. He ambushed Vos and grabbed hold of the holocron, but the very same Sith Hound that had nearly destroyed him years earlier ambushed him. However, Skorr had grown powerful in the Dark Side, and while he made short work of the beast, he nonetheless lost possession of the holocron to Vos. Belittled by Dooku for losing the challenge, Skorr was passed over in favor of Vos for a dangerous mission to assassinate Senator Viento on Coruscant. Skorr watched at Dooku's side as Vos completed his mission. However, Dooku considered Vos to have failed in that he did not fully embrace the Dark Side, and Skorr was finally elevated in Dooku's eyes.

At the start of the Clone Wars second year, Skorr found himself placed under General Grievous' command and partnered with Asajj Ventress to hunt down Vos when the former Jedi was revealed to be a traitor. They had tracked Vos to the *Titavian IV*, an exploration vessel that was collecting animals from various corners of the galaxy for the Intergalactic Zoological Society on Mycroft. The pair found Vos had been reinforced by Jedi Master Obi-Wan Kenobi, and after a brief duel where Skorr beat Vos mercilessly, the pair escaped. Skorr fled to his ship in hopes of catching them before they were able to jump to hyperspace, but was unable to find a trace of them. Skorr was then ambushed by his former rival, who then managed to extract Kenobi, stranding the pair of Dark Jedi on the *Titavian*. Little did Skorr know that Dooku had intended for Vos to escape all along in order to act as a Separatist spy among the Jedi.

A month before the end of the Clone Wars, Skorr was sent to reinforce Sora Bulq and his Morgukai cloning operation on Saleucami. Vos was also on Saleucami, providing the Separatists with detailed information on Jedi-General Oppo Rancisis' battle plans. Skorr split his time between reluctantly acting as a go-between for Vos and hunting Tholme, a Jedi Master who had



infiltrated the Morgukai cloning center that was wreaking havoc with the operation. During the final month of the Clone Wars, Skorr met with Vos on the battlefield and delivered the double agent to Sora Bulq within the Morgukai Cloning Center. Skorr was then ordered to lead a feint against Republic forces while Sora Bulq assassinated Master Oppo Rancisis. With the Jedi-General destroyed, Skorr retreated back into the Separatist controlled city.

This set the stage for the end game, and Vos returned to Sora Bulq to lay a trap. However, the Separatists had their own trap

for Vos. Skorr brought out a bound Khaleen Hentz, and watched his nemesis squirm as he was ordered to kill her. Vos refused and Skorr relished the opportunity to finally duel Vos to the death. Skorr taunted and enraged Vos, explaining how his obsession with destroying the second Sith was under false pretenses. This was perhaps Skorr's single biggest mistake as Vos lost himself to anger. Skorr was beaten mercilessly before Vos pushed him off a bridge and into hot lava, killing him instantly.

Tol Skorr

CL 13

Medium Human Male Jedi 9/Jedi Knight 4

Force 12; Dark Side 10

Init +7; Senses Perception +7

Languages Basic, High Galactic, Huttese

Defenses Ref 31 (flat-footed 29), Fort 29, Will 26; Block, Lightsaber Defense

Hp 116; Threshold 29

Speed 4 squares

Melee lightsaber +18* (2d8+9) or

Melee lightsaber +13/+13* (2d8+9) with Double Attack or

Melee unarmed +16 (1d6+9) or

Ranged by weapon +14

Base Atk +13, Grp +16

Atk Options Double Attack, Power Attack, Riposte

Special Actions Adept Negotiator, Withdrawal Strike

Force Powers Known (Use the Force +12): battle strike, dark rage, Force blast, Force disarm, Force grip, surge

Force Techniques Force Power Mastery (battle strike), Improved Dark Rage

Abilities Str 16, Dex 13, Con 15, Int 14, Wis 12, Cha 12

Talents Adept Negotiator, Armored Defense, Block, Force

Persuasion, Improved Armored Defense, Lightsaber Defense, Riposte

Feats Armor Proficiency (light, medium), Double Attack

(lightsabers), Force Sensitivity, Force Training (3), Improved

Disarm, Martial Arts I, Power Attack, Weapon Focus

(lightsaber), Weapon Proficiency (lightsabers, simple weapons)

Skills Endurance +13, Knowledge (galactic lore) +13, Knowledge (tactics) +13, Pilot +12, Use the Force +12 (may substitute

for Persuasion checks)

Possessions Battle armor (+8 armor, +2 equipment), lightsaber (self-built*), modified KR-TB Doomtreader transport

TRENOX

Seduced to the Dark Side by Dooku's silver tongue, Trenox was one of the Count's minions. Trenox regarded the Jedi Order he once served as corrupt and outdated, and lent his powerful frame to the cause of the Dooku's Separatists. Four months into the Clone Wars, Trenox was tasked with assaulting Coruscant's Jedi Temple and destroying the Jedi Archives alongside his master. For Trenox's part, he staged a feint in Coruscant's lower levels while Dooku attacked the real target. Unfortunately, Trenox was discovered too soon by Anakin Skywalker and was forced to flee. After a brief encounter with Dexter Jettster, Trenox dodged through a cantina and then to a speeder that took him to Dooku's side in the Jedi Archives.

While the Trenox and Tyranus quickly set to work on destroying key sections of the archives, Anakin Skywalker again interrupted before they could complete their objectives. Dooku fled, but Trenox stayed and fought Anakin in a furious duel. Trenox was unable to overcome the Chosen One, and died amongst the archives he once dreaded researching as a Padawan – an irony not lost on the dark brute during his final gasps.

Trenox

CL 9

Medium Human Male Jedi 7/Jedi Knight 2

Force 10; Dark Side 9

Init +10; Senses Perception +5

Languages Basic, Durese

Defenses Ref 22 (flat-footed 21), Fort 23, Will 22; Block, Lightsaber Defense, Makashi

Hp 88; Threshold 23

Speed 6 squares

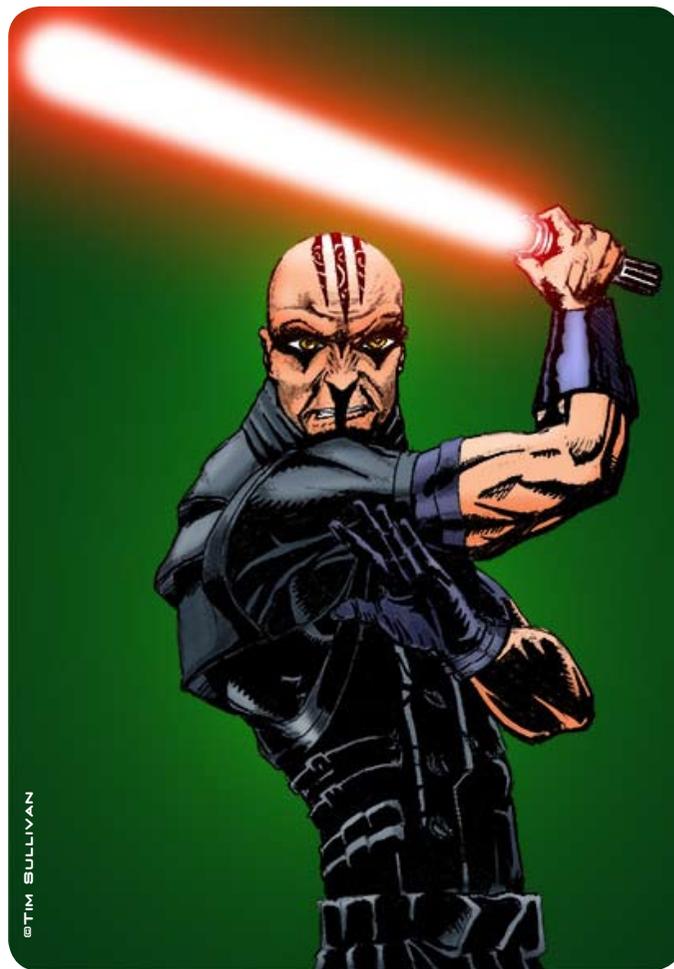
Melee lightsaber +14* (2d8+10) or

Melee lightsaber +14* (3d8+10) with Mighty Swing or

Melee lightsaber +9/+9* (2d8+10) with Double Attack or

Melee unarmed +13 (1d4+8) or

Ranged by weapon +10



Base Atk +9, Grp +13

Atk Options Bantha Rush, Cleave, Double Attack, Mighty Swing, Power Attack, Savage Attack

Special Actions Damage Reduction 10

Force Powers Known (Use the Force +9): battle strike, surge

Force Techniques Improved Battle Strike

Abilities Str 18, Dex 13, Con 14, Int 12, Wis 12, Cha 10

Talents Block, Damage Reduction 10, Lightsaber Defense, Makashi, Weapon Specialization (lightsabers)

UNFORTUNATE CIRCUMSTANCES

Not all of those who fell to the Dark Side of the Force came to serve Darth Sidious and Count Dooku during the Clone Wars. Some simply fell from grace and followed their own path. These are the individuals known who served the Dark Side willingly or not.

Vydel Dir'Nul: This was a Jedi Knight who was stricken with multiple personalities. She ignored the Jedi Council's call to take a commission in the Grand Army of the Republic with the onset of the Clone Wars, opting to pursue a serial killer named Kardem. Unfortunately, Kardem was Vydel's other personae and where ever she searched for Kardem she found only the carnage left behind.

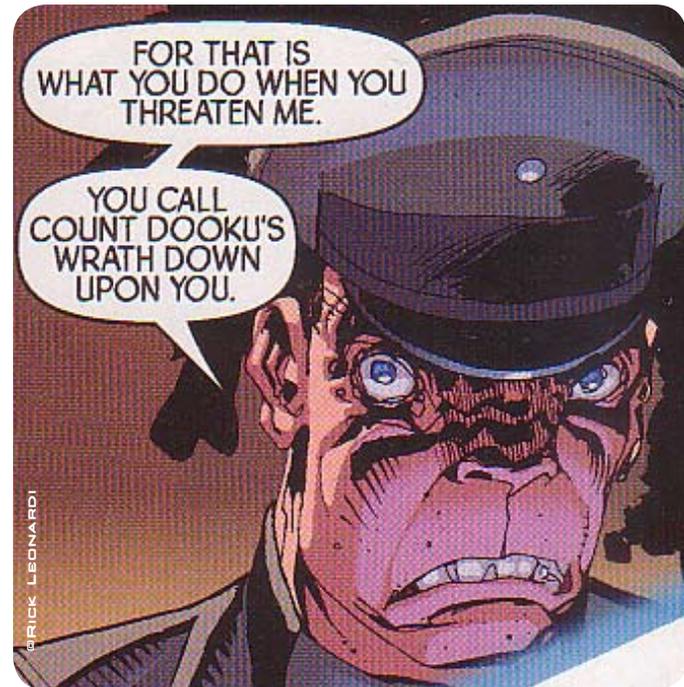
Feats Bantha Rush, Cleave, Double Attack (lightsabers), Force Sensitivity, Force Training, Mighty Swing, Power Attack, Savage Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Endurance +11, Initiative +10, Pilot +10, Use the Force +9
Possessions Lightsaber (self-built*)

VULPUS

One of Count Dooku's many Dark Side servants, Commander Vulpus was discovered shortly after the Clone Wars began. At the time, Vulpus was a Wing Commander onboard a Republic Star Destroyer which had seen heavy combat, and was one of many non-clone volunteer fighter pilots on board. The Star Destroyer was ambushed by CIS forces, and while Vulpus was running toward the hangar bay, a turbolaser overloaded, severely damaging his body and putting him in critical condition.

Little did Vulpus realize that his success as a fighter pilot was the result of latent Force sensitivity, and the accident and ambush both were a ploy to lure Vulpus to the Separatists. The Republic was already stretched thin for war material, and it seemed Vulpus would lie in the hospital for several days before dying. Fortunately for him, a visitor snuck into the hospital and



offered him a new lease on life, if he accepted the Dark Side and joined the Confederacy.

Unwilling to let go of his life so casually, Vulpus agreed to the deal Dooku's Twi'lek envoy offered. He was rehabilitated and healed by the Confederate doctors, but for his mangled face. Dooku took on Vulpus as a personal assistant and began training the pilot's fledgling ability in the Force. Since Vulpus was already an extremely skilled pilot, Dooku, at his master's order, molded Vulpus into a warrior that would rival even the skill of Anakin Skywalker inside the cockpit of a starfighter. Unfortunately, Vulpus had much to learn in the ways of the Force, and he spent two years training under Count Dooku Dark Side techniques while running miscellaneous errands for the charismatic Separatist leader.

One of the last such menial tasks included overseeing General Grievous' progress on solidifying Separatist control over the Corellian Trade Spine twenty months into the Clone Wars. Acting as Dooku's advisor and proxy, Vulpus traveled to Gentes to see

VULPUS

how strong Grievous' control over the Ison Corridor was, having only recently been invaded after enduring a long blockade as part of Operation Durge's Lance. On Gentes, Vulpus and Grievous discussed the cleanup operations, including the capture of several young Padawan Learners. Grievous informed Vulpus of the details of his experiment, which would see the young Padawans turned into cyborgs like him, and trained to use the Dark Side of the Force. While Vulpus expressed much interest in the project, ultimately the experiment was rendered moot when it was discovered the Padawans had escaped.

Vulpus immediately wanted to inform Dooku, but a threat on his life from Grievous stayed his communication. Instead, while Grievous gave chase to the Padawan Learners, Vulpus returned to Count Dooku, and informed him first hand of the events that transpired on Gentes. After a few more such errands, Dooku deemed Vulpus ready for his true mission – the death of Anakin Skywalker. It is unknown if the two ever did finally meet and engage in a starfighter duel, but it is believed a confrontation occurred either at the Battle of Belderone or the subsequent Second Battle of Coruscant, just before the end of the Clone Wars, where fanblade starfighters were spotted in action. It was believed that Vulpus lost in shame. Others believe that he was present at the Battle of Xagobah, where it was largely believed Ventress had dueled Skywalker instead, despite the belief she was in a bacta tank in Saleucami at the time.

Vulpus CL 12
 Medium Human Male Scoundrel 7/Ace Pilot 3/Force Adept 2
 Force 12; Dark Side 10
 Init +13; Senses Use the Force +16
Languages Basic, Binary, High Galactic
 Defenses Ref 28 (flat-footed 26), Fort 26, Will 27; A Few
 Maneuvers, Dodge, Vehicular Combat, vehicle dodge +1
Hp 80; Threshold 26
 Speed 6 squares
 Melee unarmed +9 (1d4+7) or
 Ranged by weapon +10
 Base Atk +8, Grp +10
 Atk Options Channel Aggression, Point Blank Shot, Vehicle
 Focus (starfighters)

Special Actions Force Reflexes, Stellar Warrior
 Force Techniques Improved Force Trance
 Starship Maneuvers Known (Use the Force +16) counter,
 devastating hit, evasive action, skim the surface, target lock,
 target sense

Abilities Str 12, Dex 15, Con 14, Int 15, Wis 12, Cha 11
 Talents Channel Aggression, Force Perception, Force Pilot,
 Force Reflexes, Spacehound, Stellar Warrior, Vehicle Focus
 (starfighter)

Feats A Few Maneuvers, Dodge, Force Sensitivity, Point Blank
 Shot, Skill Focus (Use the Force), Starship Tactics (3),
 Vehicular Combat, Weapon Proficiency (heavy weapons,
 pistols, simple weapons)

Skills Initiative +13, Knowledge (physical sciences) +13,
 Knowledge (tactics) +13, Mechanics +13, Pilot +13, Use
 Computer +13, Use the Force +16 (may substitute for
 Perception and Pilot checks)

Possessions *Ginivex*-class starfighter

YANSU GRJAK

Born on the planet Dathomir to Queen Zalem's clan of Nightsisters, Yansu Grjak was considered one of the coven's more powerful members despite her young age. She was known first and foremost for her great speed, but also for her prodigious connection to the Force. Yansu quickly apprenticed herself to Zalem's field general, Sai Sircu, eager to gain power and prestige throughout her clan. Yansu enthusiastically helped Sircu in her military coup of the clan after the death of Queen Zalem and the Jedi arrest of Ros Lai, her heir.

Eight months into the Clone Wars, the Nightsisters entered into an alliance with the Separatists and Count Dooku, in exchange for the capture of Ros Lai. Yansu was given command of several Nightsisters and battle droids, which she used to assault the Jedi transport ship *Sedawan*. She was able to ambush and capture Jedi Luminara Unduli, as well as the targeted cargo of Ilum crystals. Though Anakin Skywalker and Ahsoka Tano arrived in time to catch Yansu in the act, the speedy Nightsister was able to escape on her ship, a replica of Darth Maul's Sith Interceptor, to Rodia. On Rodia, she evaded pursuit of Skywalker and Kenobi, using



her fellow nightsisters, droid armies, city-wide shields and even the local train system against the tenacious Jedi. She fled to a chamber where the Ilum crystals had been moved and arranged

to absorb Force energy. After her conversation with Count Dooku was interrupted by Kenobi and Skywalker, Grjak was able to tap into the Force energy in the crystals, giving her a limitless supply of Force energy. Despite Yansu's unlimited power, her skills were no match for Kenobi and Skywalker, and after a brief flurry of lightsaber attacks, she was slain by the two Jedi.

Yansu Grjak **CL 13**

Medium Human Female Scout 7/Soldier 1/Force Adept 5

Force 12; Dark Side 12

Init +13; Senses Perception +7

Languages Basic, Paecean

Defenses Ref 27 (flat-footed 25), Fort 27, Will 28; Dodge, Force Talisman

Hp 105; Threshold 27

Speed 8 squares; Burst of Speed, Flee, Long Stride, Running Attack

Melee crossguard lightsaber +10 (3d8+7*) or

Melee unarmed +10 (1d4+7) or

Ranged by weapon +11

Base Atk +9, Grp +11

Atk Options Channel Aggression

Special Actions Adept Spellcaster, Charm Beast, Command Beast, Empower Weapon, Force Talisman, Shake It Off

Force Powers Known (Use the Force +18): Force lighting (2), levitate (2), surge (2)

Force Techniques Improved Force Lightning, Improved Levitate

Abilities Str 13, Dex 14, Con 14, Int 12, Wis 12, Cha 14

Talents Adept Spellcaster, Channel Aggression, Charm Beast, Command Beast, Empower Weapon, Flee, Force Talisman, Long Stride

Feats Armor Proficiency (light), Burst of Speed, Dodge, Force Sensitivity, Force Training (3), Running Attack, Shake It Off, Skill Focus (Use the Force), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Endurance +13, Initiative +13, Pilot +13, Ride +13, Stealth +13, Survival +12, Use the Force +18

Possessions Force talisman, crossguard lightsaber (empowered weapon), modified Republic Siemar Systems armored star courier